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LOOK:
OPERATION WOLF
RESCUE THE HOSTAGES !
RESCUE THE HOSTAGES !
ENEMIES
HOSTAGES
ocean

CU CONTENTS

SPECIALS



REGULARS



Chase HQ – Arcades



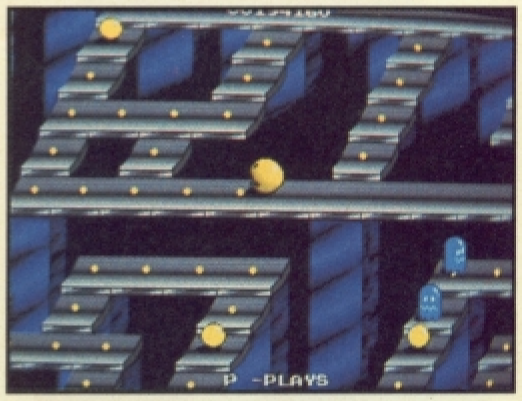
Savage



Cybernoid – Amiga.



REVIEWS



Pacmania

Thunderblade – see previews

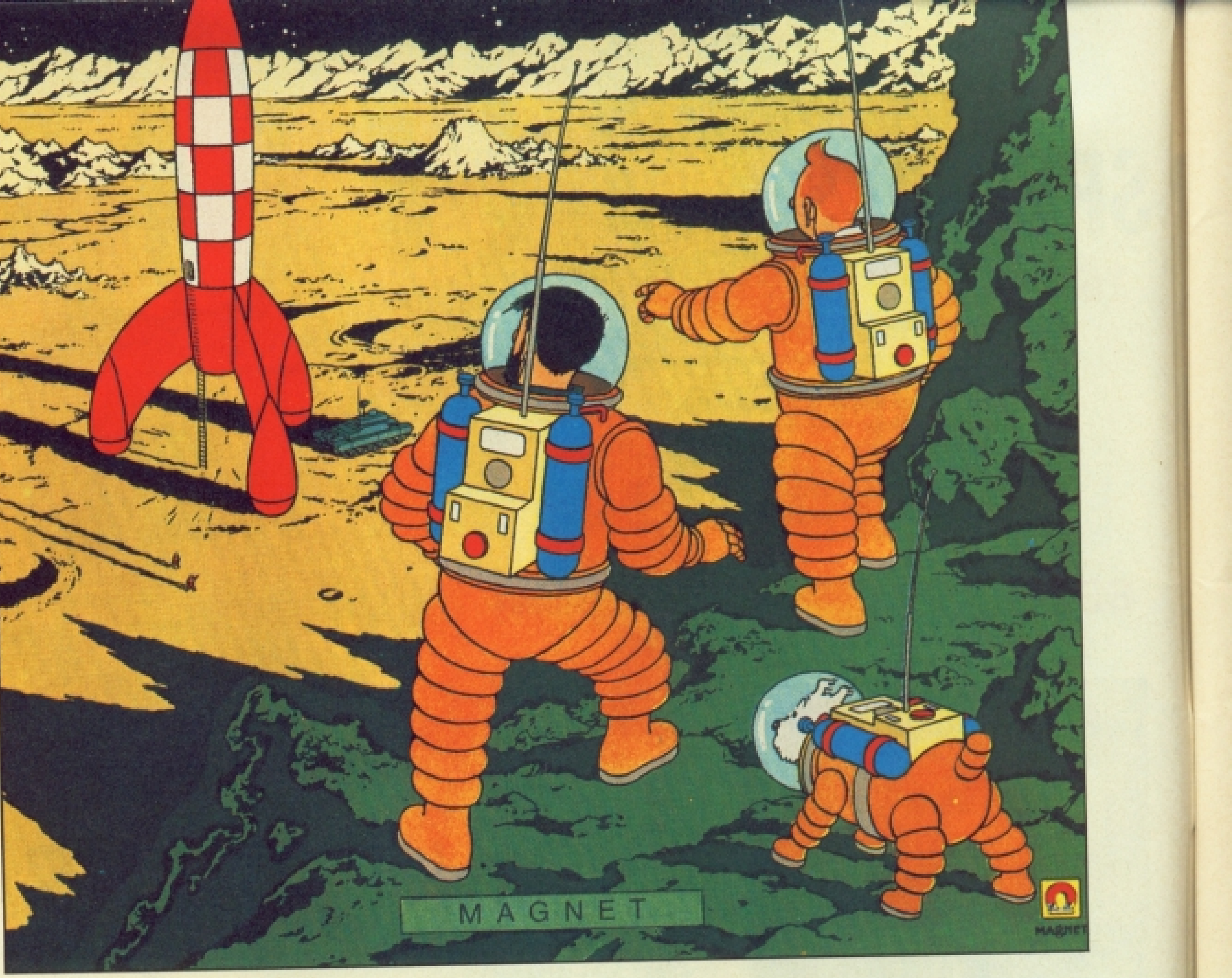


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69,004
Jan-June 1988

BUZZ



BLISTERING BARNACLES

Infogrames have just announced their intention of bringing Belgium's most famous son to the world of home computers. We refer, dolts, not to Eddie Mercyx but to that 1930's comic book hero Tin Tin who fought the good fight for freedom and justice in dozens of adventures, armed only with a cowlick, a pair of plus fours and his sharp wits, and accompanied by an unforgettable crew of friends and allies, including the dipsomaniac Captain Haddock (favourite term of abuse: "bashi-bazouk",) the absent minded scientific genius Professor Calculus and, of course, his faithful pooch Snowy.

According to an Infogrames spokesperson, their game will be based on perhaps the best known Tin Tin adventure. "Explorers On The Moon", in which our young hero and his entourage travel to our nearest celestial neighbour.

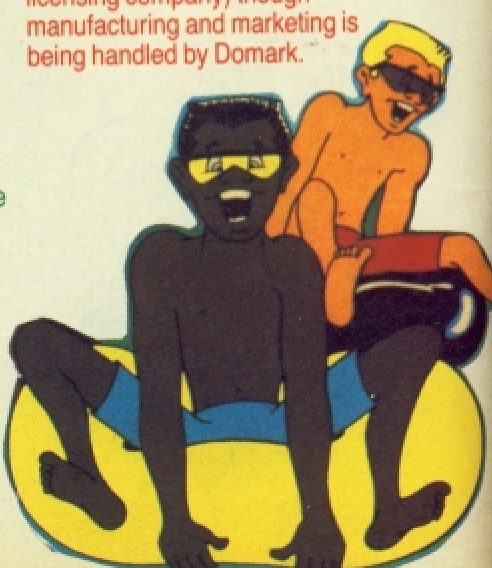
Tin Tin will be making his computer debut in time for Christmas on the Amiga, with a 64 version planned to follow in due course. And to mark this truly charming licence. Infogrames have very kindly offered to donate five copies of the original comic book versions of both "Explorers On The Moon" and its prequel "Journey To The Moon" to the first five CU readers who can correctly name the two completely useless detective twins who crop up throughout the Tin Tin adventures. Entries to: **Tin Tin Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

DOMARK TIES UP ATARI

Domark have just announced the signing of a major licensing agreement with coin-op giants Atari which will result in eight of their top arcade games being converted for the home market by Domark over the next three years.

The first of the eight games to appear will be the excellent futuristic tank blast 'em up *Vindicators* which should be on the shelves of your local software stockist in the first quarter of 1989. Subsequent releases will include the hysterical cops'n'robbers driving game *APB*, *Xybots*, *Dragon Spirit* and — a big fave with Buzz — *Toobin'*, which for those who missed the CU arcade review a couple of months back, is at least the second most enjoyable pastime we know of involving a rubber inner tube.

All eight games will be released under the Tengen name, (Atari's licensing company) though manufacturing and marketing is being handled by Domark.



BITMAPS BACK

Hot young design team The Bitmap Brothers have committed themselves to producing three futher games for Image Works.



They've already released one smash 16-bit title in *Xenon* (through Mastertronic) and their debut for Image Works, *Speedball*, on early sightings look set to repeat its forerunner's success. The first of the new Bitmap/Image Works collaborations should be with us early next year. While Image Works refused to confirm or deny the suggestion, it seems likely that one of the three games will be a follow-up to *Xenon*.

COIN-OP SIGNINGS

Activision have just added Irem's brilliant oriental hack 'em up *Spirit Ninja* (see review this ish) to their roster of arcade licences. Meanwhile Fil have announced one further title to add to the eight already announced, with the acquisition of the conversion rights to SNK's *Heavy Barrel*. All nine of their coin-op signings will be appearing on their newly established Rebel label.

INCENTIVE TOTALLY ECLIPSED

If you're a fan of Incentive's pet gameplay system Freescape, you'll be happy to hear that a third sample of the genre is on its way. *Total Eclipse* is set in 1930 in Egypt. Your task this time is to save the world from the wrath of Ra the sun god who's decided to blow up the moon, thereby causing an ecological disaster.

You're armed with a revolver, water bottle, compass and watch, and you'd better be on your toes as you wander through the pyramids avoiding poison darts, ancient mummies, hidden trapdoors and the like. Sounds more like *Indiana Jones Part III* than another descendent of *Driller*, but no doubt Freescape will work its magic as effectively amongst the sands of the Nile as it did in outer space.



NO EXCUSES FROM ARCANA

Sixteen-bit specialists Arcana are set for upward mobility with the impending release of *No Excuses*, a game calculated to exercise the minds of anybody whose ultimate ambition is to be Big In The City. According to a spokesperson for the shy retiring software house, this series of 50 psychological tests "really is of fundamental importance for the business person with high ambitions who wishes to, er, undergo tutorial instruction in the home".

An accurate assessor of your Gordon Gekko ambitions or the product of a weird "sense of humour"? Decide for yourself — it's due out on the Amiga shortly.



WEIRD DREAMS

Soon to be released from Rainbird, *Weird Dreams*, as its names suggests, drops you right into the middle of a nightmare. Having drifted into this Dali-esque world where inanimate objects become animate and carniverous, you must solve a series of intricate puzzles to make your way back into sanity (if you were ever there at all, that is).

CAVEMAN UGH-LYMPICS

While Epyx are elsewhere demonstrating their lates product, Electronic Arts have produced a less serious look at the kind of competition that our Neanderthal great-grandfathers might have competed in. Featuring such delightlfully ridiculous events as dino-vaulting and wave-throwing, *Caveman Ug-lympics* looks like the perfect antidote for anybody suffering from a Seoul overdose. And not so much as a single Tyrannabolic Steriod in this 64 version, either).



IRON LORD



New from French software house Ubisoft *Iron Lord — The Crusader of Justice* places you in the chain mail of a prince who returns from the Crusades to find his father the king deposed by his brutal uncle. To recover the throne you'll have to make your way through the spy- and assassin-ridden land raising an army. This medieval adventure will be available in early '89. Meanwhile, you'll have to be content with this Amiga screen shot.

SHOOT OUT

In this Western you play Quick Hand Luke, a travelling social worker with the task of helping the elderly citizens of Gulch Creek . . . just joking, it's a blast 'em up, of course. Blow Dusty's gang off to the happy hunting ground, but try to avoid doing away with too many innocent townsfolk. *Shoot Out* should be out on eight-bit any second.

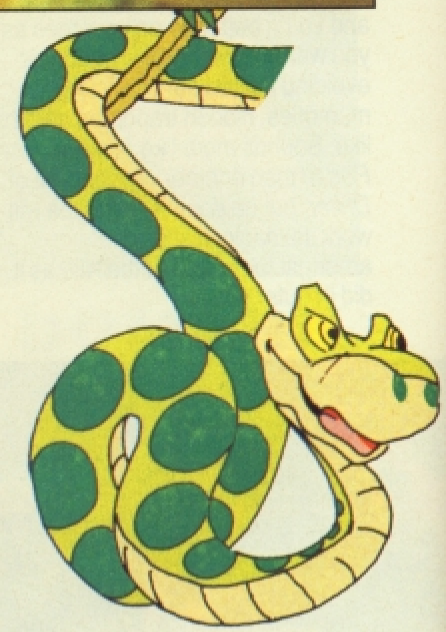


BUZZ



POSTMAN PAT

What must surely be the arcade licence of the year has gone budget softco Alternative in the form of that amiable bespectacled, mail bearer from children's TV, 'Postman Pat'. The game's due for a Christmas release and we're promised it will appeal to serious gamers. Does Postman Pat drive an armoured mail van with twin bazookas and chain wheels then? Altogether now "Postman Pat, Postman Pat, Postman Pat and his black and white cat. . ."



CHEW THIS OVER

Following US Gold's announcement of a marketing tie-in with Pepsi, Gremlin Graphics have announced a deal with Chewits to put the sweet into their *The Muncher* game. Chewits have reciprocated by carrying information about the game on every packet of the chewsome sweetie between now and April which they reckon should amount to some 8½ million packets.

Gremlin are so made up about the whole business they've decided to offer five lucky CU readers the chance to lose all their teeth by the time they're twenty with a packet of Chewits a day for year. That's 365 packets each! Just send us a postcard with your name and address to **Chewy Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU. The first five out the bag get the sweets (and, probably, fillings.)**



JUNGLE BOOK

Walt Disney's classic animated interpretation of Kipling's Jungle Book is due to appear on 16 bit next year after UK marketing company signed the licence for French software house Coktel Vision. So expect a suitably Gallic interpretation of the life and times of Baloo, Kaa (the beady eyed snake), Shere Khan and of course, Mowgli. Maan, er, dig that crazy beat, daddio!



IN EXXOS

Following the success of *Captain Blood*, the programming team responsible, headed up by Phillip Ulrich and Didier Bouchon have set up their own subsidiary label within the Infogrames organisation in order, according to Infogrames "to reproduce some other games of a similar level of originality".

The new label, which will be called Exxon, boasts a curious motto: "ata ata hoglu hulu". Nope, it's not French or Swahili but, apparently, a mantra chanted by those in charge of Infogrames before their board meetings! The follow-up to *Captain Blood* will be released early in the New Year and is likely to be *Art Attack*. Other releases planned include such karmically meaningful titles as *The Temple of Flying Saucers, Egg* and *Psyman*. Well, all we can say is turn on, boot up and drop out, maaan. . .

MARTECH BLAST OFF

Serendipitous times indeed! What with US Gold's *Thunderblade* and Activision's *Afterburner* set to dominate much of the pre-Christmas column inches, it's with interest that we note two press releases from Martech heralding the imminent release of a brace of aerial combat games, one of which seats you in a "ghostly fighter" and describes itself as "a stupendous, state of the arts (sic) seek and destroy arcade combat game", the other being a "gripping new mega miles per hour arcade simulation of a Supercobra attack helicopter".

***Phantom Fighter* and *Hellfire* are due for release in December and November respectively. The chopper game will be available on both 64 and Amiga, but *Phantom Fighter*, programmed by a new Irish programming team Emerald Software, will only be available for the 16-bit machine.**

EXPLODING FIST +

Whether prompted by System 3's recent release of *International Karate+* or not, we have no idea, but Firebird's *Exploding Fist+* returns you to the classic beat 'em up, with a choice of you and a mate taking on the computer or you facing a brace of computer-generated foes on your ownio. Make it through the initial stage and you've gto to defend yourself against ninja attack by judicious use of poison darts. *Exploding Fist+* is out on the 64 this December.



PAPERBOY

One of the most eagerly awaited conversions to 16 bit must be the Atari classic, *Paperboy*. So it's with great glee that we tell you Elite are putting the final touches to the obstacle-littered world of *Paperboy* where dogs, cars, C5's and even Death await in a quiet US suburb. Still no handle bars in the packaging though . . .



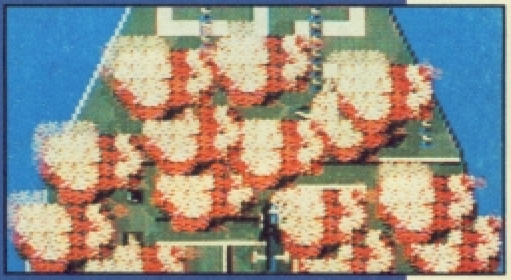
THUNDERBLADE

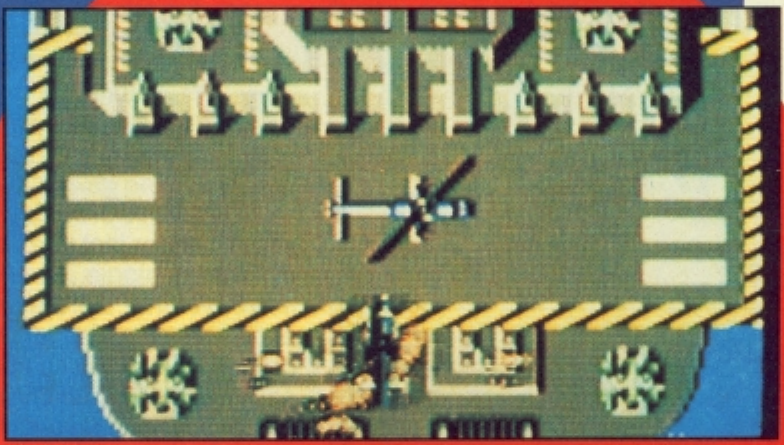
With Sega having provided them with last year's runaway Christmas Number One in *Out Run*, US Gold were obviously keen to try and collar another state of the art coin-op for this year's Spend, Spend, Spend season. Unlike 1987, however, this year has thrown up more than one strong contender for "Coin-op Of The Year", with the likes of *Afterburner*, *Operation Wolf*, *R-Type* and *Double Dragon* all scoring with arcade fans. Nevertheless, in shelling out for Sega's dedicated helicopter simulator-cum-blast blastalong *Thunderblade* US Gold have staked their money on a strong title.

***Thunderblade* places you in the seat of a fast-moving combat helicopter blasting your way through four levels of obstacles and enemies. Each level is split into two graphically-superb stage, the first flips you into a view-from-above assault over ground and sea, whilst in the second part you fly head-on through cities, underground caverns and ocean skies, dodging skyscrapers, staligmites and the missiles of countless enemy tanks, fighters and helicopters.**

US Gold signed up the rights for what they coyly describe as "a lot of money" last February, so by the time *Thunderblade* hits the shops on the they'll have had nearly ten months to try and cram this impressive game onto the various home formats. The 64 version is being programmed by Chris Butler, whose previous work includes *720°*, while the Amiga conversion is being carried out by John Prince and Donald Campbell, the team that brought you the likes of *Indiana Jones, Infiltrator* and *Ace of Aces*.

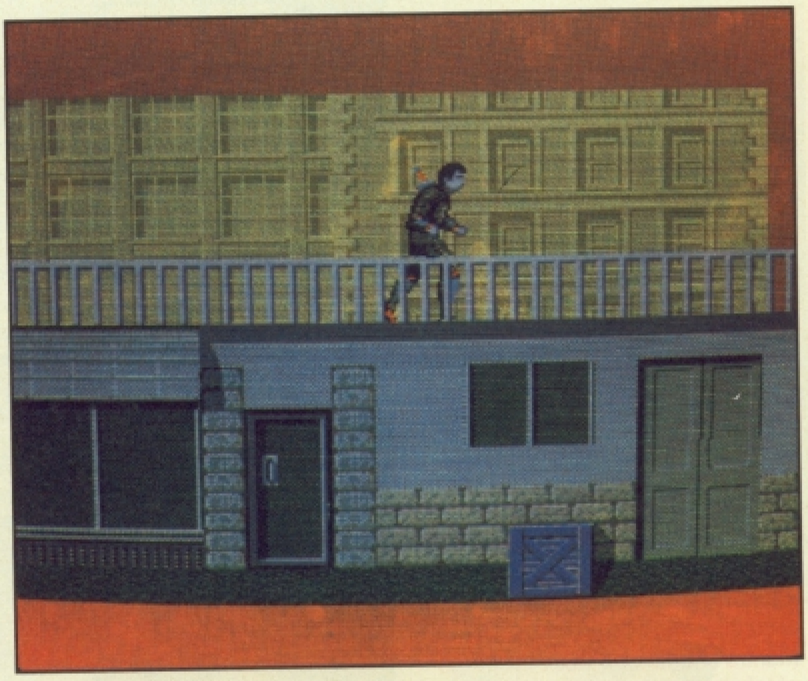
Nope, you're not going to get the brilliant hydraulics of the delux arcade version included in the packaging — but then again Ocean aren't going to be handling out Uzis with *Operation Wolf*. What you will get, we hope, is an accurate representation of the addictive stop/start gameplay of the original. And if you do. *Thunderblade* will be an essential addition to every 64 and Amiga owning blast 'em up fan's software library.



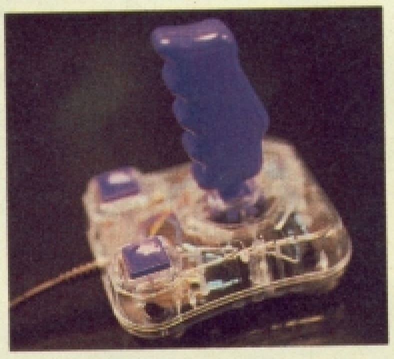


BUZZ

ROBOCOP



Based on the futuristic movie in which a badly mauled American police officer gets reconstructed as a superhuman cybernoid, Ocean's conversion of Robocop will be hoping to duff up all the competition over the yuletide. Uniquely, Ocean signed all the rights to the movie, including coin-op rights, before it had even been completed, and then they subsequently sold Data East the rights to produce the arcade game, neatly up-ending the usual conventions. What you're looking at here is, in fact, the resulting coin-op, already released in the States.

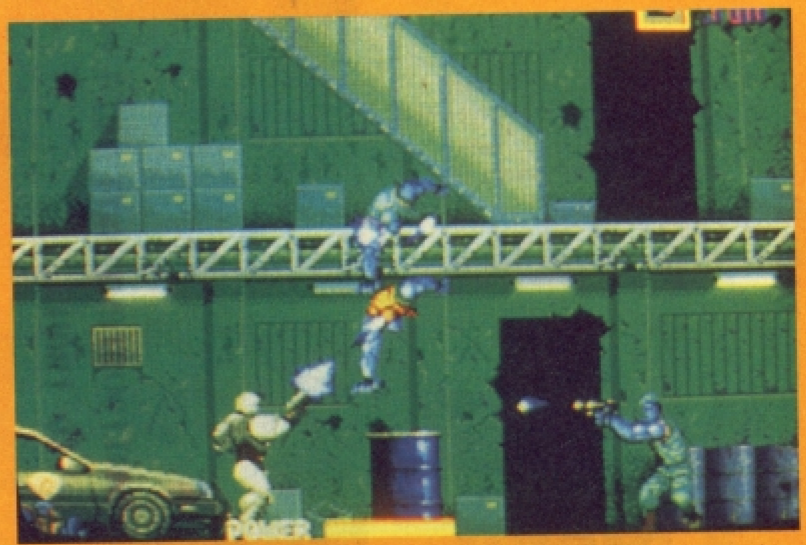


CRYSTAL MIGHTY

Purveyors of fine gaming implements, Powerplay have just unveiled the latest addition to their growing line, the Crystal.

Two Crystal sticks are available: the Standard crystal retails at £14.99, and the Turbo Crystal, with fast auto-fire, at £16.99. Both joysticks are fully microswitched, and should be available by the time you read this.

Powerplay are also giving away Cruiser sticks in a CU compo on page 77 of this very mag, in which one lucky reader gets to play with an Amiga. Check it out!



SHINOBI

Cop a look at this: it's the first glance at the Amiga version of *Shinobi*, due for release by newly-established FIL subsidiary label, Rebel, in the pre-Christmas period. Converted from the excellent Sega coin-op, *Shinobi* stars a nimble oriental warrior who makes his way through several beautifully-drawn levels crammed with terrorists to shuriken or hack to death, and romper-suited child hostages to rescue. With such extras as end of level showdowns with fire-breathing *Karnov*-type characters and a shuriken shooting range bonus level, *Shinobi* looks like it'll be the business.

OUT RUN

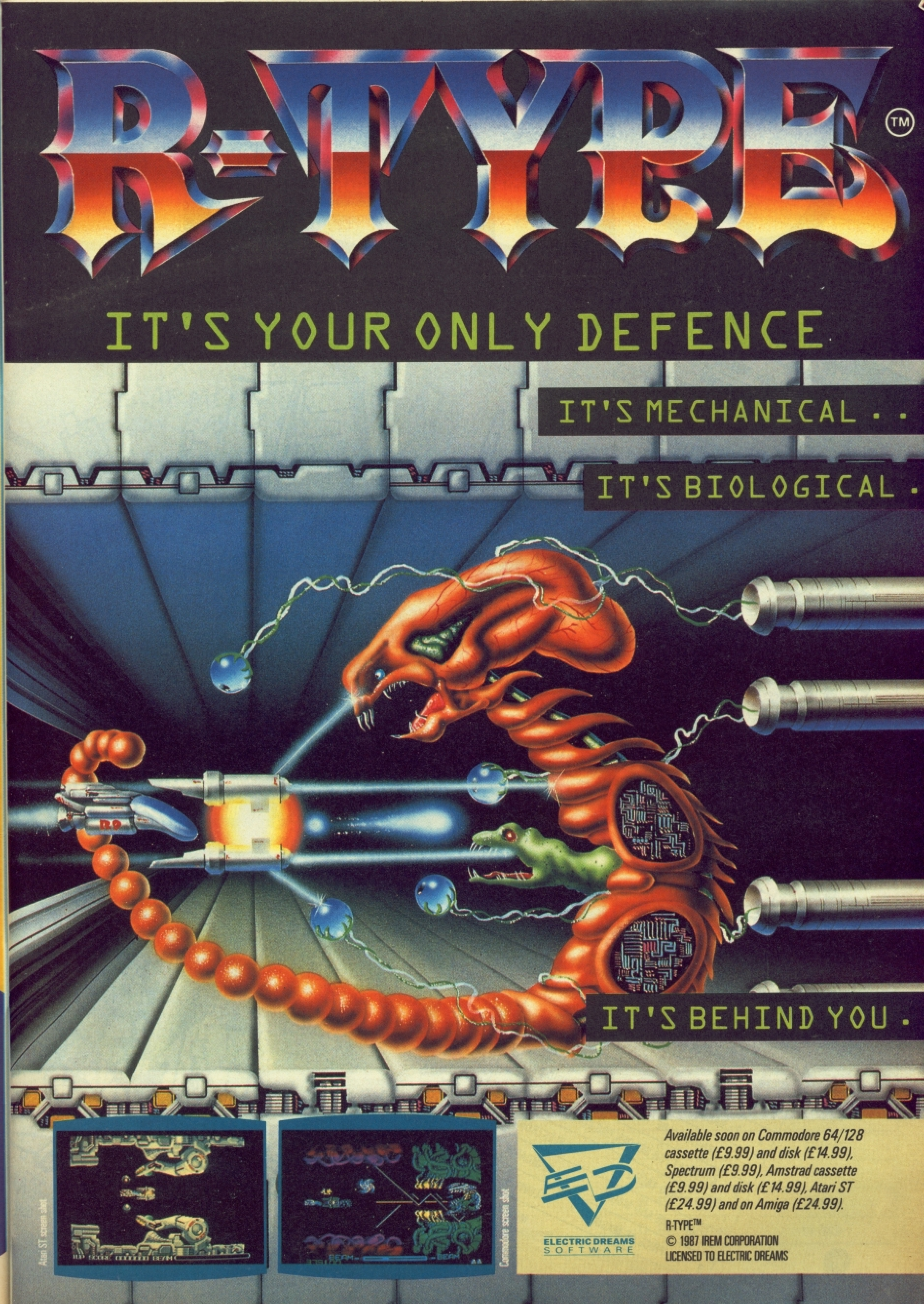


If you weren't impressed by any of the recent crop of racing games then you're probably saving your dosh for last year's Christmas biggie, *Out Run* in its 16 bit form. Here's an exclusive shot and, we're promised, it features sampled sounds of a Ferrari doing a wheel spin and a set of keys going into the ignition. Conversion house Probe promise that it's going to be 'brilliant'. We wait with breath baited.

ROCKET RANGER

They said it couldn't be done . . . well, actually they didn't, but they'd (whoever they might be) still find it hard to believe just how faithful Cinemaware have managed to keep their 64 version of the brilliantly camp wartime sci-fi spoof *Rocket Ranger* to the preceding Amiga version. But don't take our word for it — check out this eight-bit screen shot. Or better still, check out the whole game on its release.




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Commodore screen shot
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Chart

READERS COIN-OP CHART

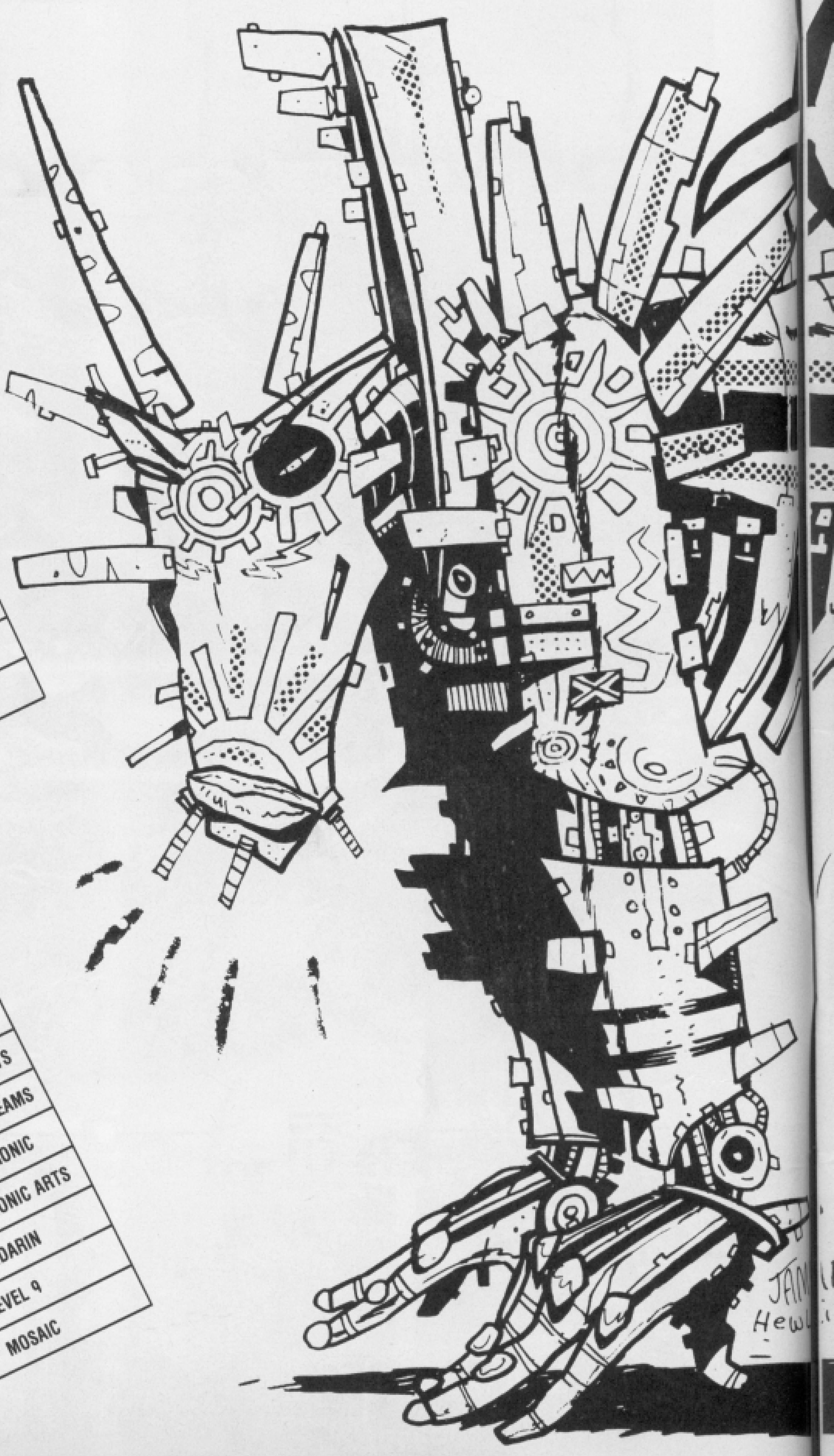
1	3	OPERATION WOLF
2	1	DOUBLE DRAGON
3	2	AFTERBURNER
4	5	SHINOBI
5	NE	VULCAN VENTURE

AMIGA CHART

TM	LM		
1	NE	STAR GLIDER 2	RAINBIRD
2	NE	VIRUS	FIREBIRD
3	2	INTERCEPTOR	ELECTRONIC ARTS
4	1	CARRIER COMMAND	RAINBIRD
5	NE	MENACE	PSYCLAPSE
6	6	BIONIC COMMANDO	CAPCOM/GO!
7	NE	ZOOM	DISCOVERY
8	NE	BARDS TALE 2	ELECTRONIC ARTS
9	RE	STAR GLIDER	RAINBIRD
10	NE	PLATOON	OCEAN

ADVENTURE CHART

TM	LM		
1	1	BARDS TALE	ELECTRONIC ARTS
2	3	PRESIDENT IS MISSING	COSMI-US GOLD
3	2	COLOUR OF MAGIC	ALTERNATIVE
4	7	BARDS TALE 3	ELECTRONIC ARTS
5	5	KNIGHTMARE	ELECTRIC DREAMS
6	5	QUEST FOR GOLDEN EGG CUP	MASTERTRONIC
7	10	BARDS TALE 2	ELECTRONIC ARTS
8	NE	TIME AND MAGIK	MANDARIN
9	RE	PRICE OF MAGIK	LEVEL 9
10	NE	SNOW QUEEN	MOSAIC



CS

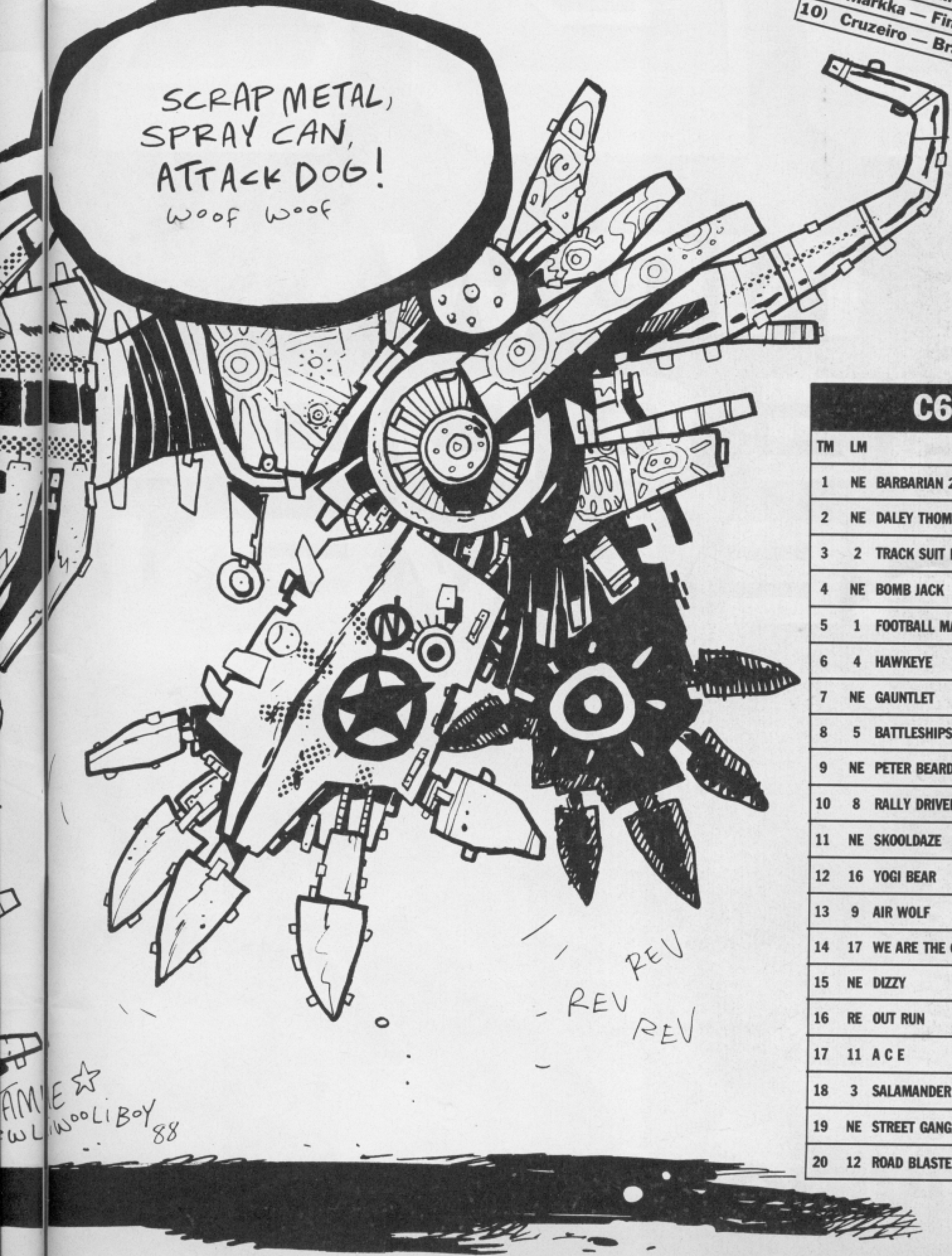
REVIEWERS' CHOICE

THE ED: Cybernoid (Amiga), Pacmania (Amiga), Armalyte (64)
STEVE JARRATT: Starglider 2 (Amiga), Nebulus (Amiga), Captain Blood (64)
NICK KELLY: Cybernoid (Amiga), Chase HQ (arcades), Battlechess (Amiga)
MARK PATTERSON: Cybernoid (Amiga), Nebulus (Amiga), Bards Tale III (64)
TONY DILLON: Captain Blood (64), Savage (64), Battlechess (Amiga)

TOP TEN FUNNY MONEY

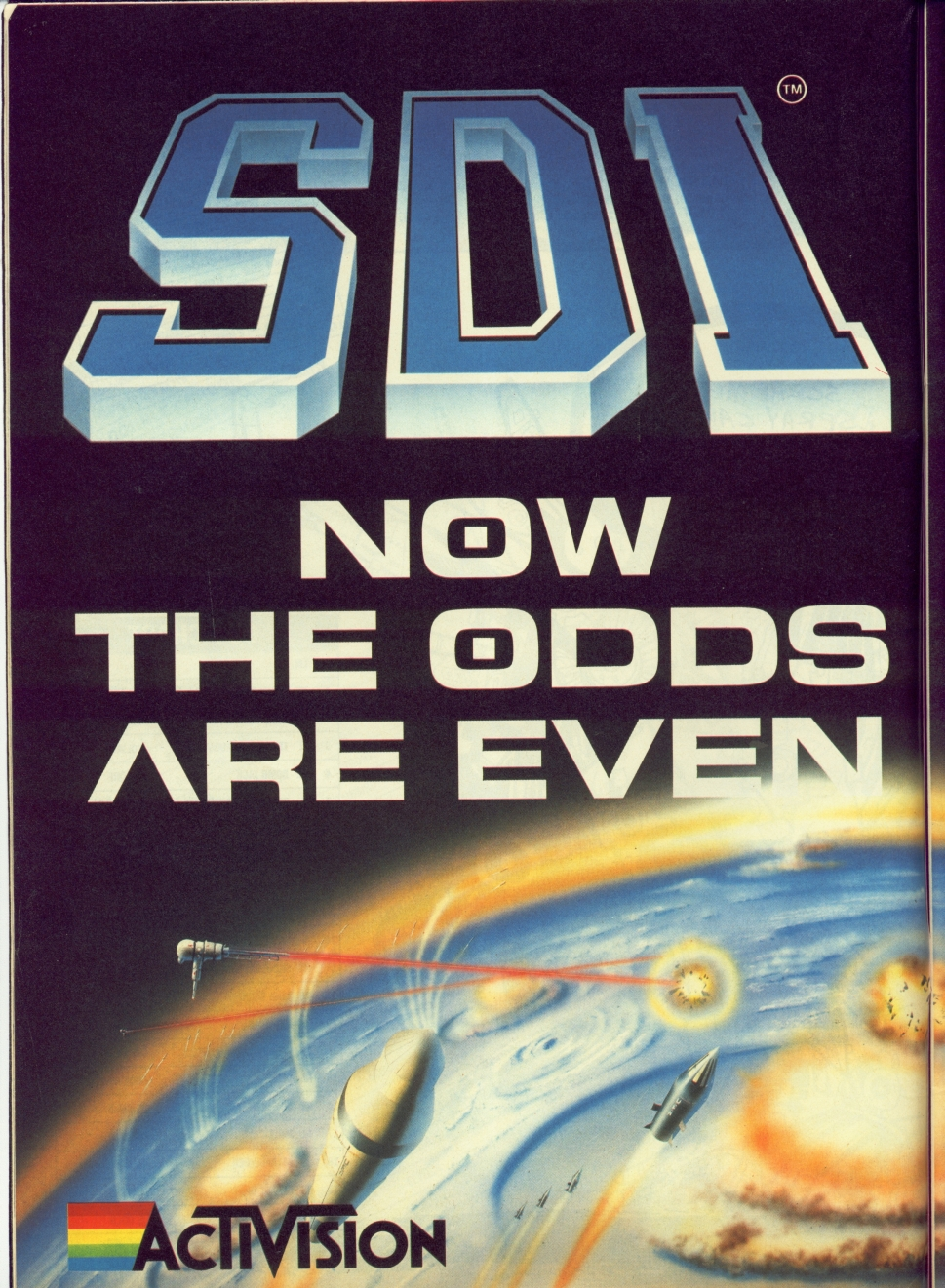
There's a positively international flavour to CU this month what with the Ed in Madrid and Kelly in Japan, so we thought we'd give you a bit of comic currency.

1) Dong — Thailand
2) Renminbi Yuan — China
3) Zloty — Poland
4) Won — South Korea
5) Taka — Bangladesh
6) Gold Sol — Peru
7) Leu — Romania
8) Baht — Thailand
9) Markka — Finland
10) Cruzeiro — Brazil



C64 CHART

TM	LM		
1	NE	BARBARIAN 2	PALACE
2	NE	DALEY THOMPSON	OCEAN
3	2	TRACK SUIT MANAGER	GOLIATH
4	NE	BOMB JACK	ENCORE
5	1	FOOTBALL MANAGER 2	ADDICTIVE
6	4	HAWKEYE	THALAMUS
7	NE	GAUNTLET	KIXX
8	5	BATTLESHIPS	ENCORE
9	NE	PETER BEARDSLEY'S FOOTBALL	GRANDSLAM
10	8	RALLY DRIVER	ALTERNATIVE
11	NE	SKOOLDAZE	ALTERNATIVE
12	16	YOGI BEAR	ALTERNATIVE
13	9	AIR WOLF	ENCORE
14	17	WE ARE THE CHAMPIONS	OCEAN
15	NE	DIZZY	CODE MASTERS
16	RE	OUT RUN	US GOLD
17	11	A C E	CASCADE
18	3	SALAMANDER	IMAGINE
19	NE	STREET GANG	PLAYERS
20	12	ROAD BLASTERS	US GOLD


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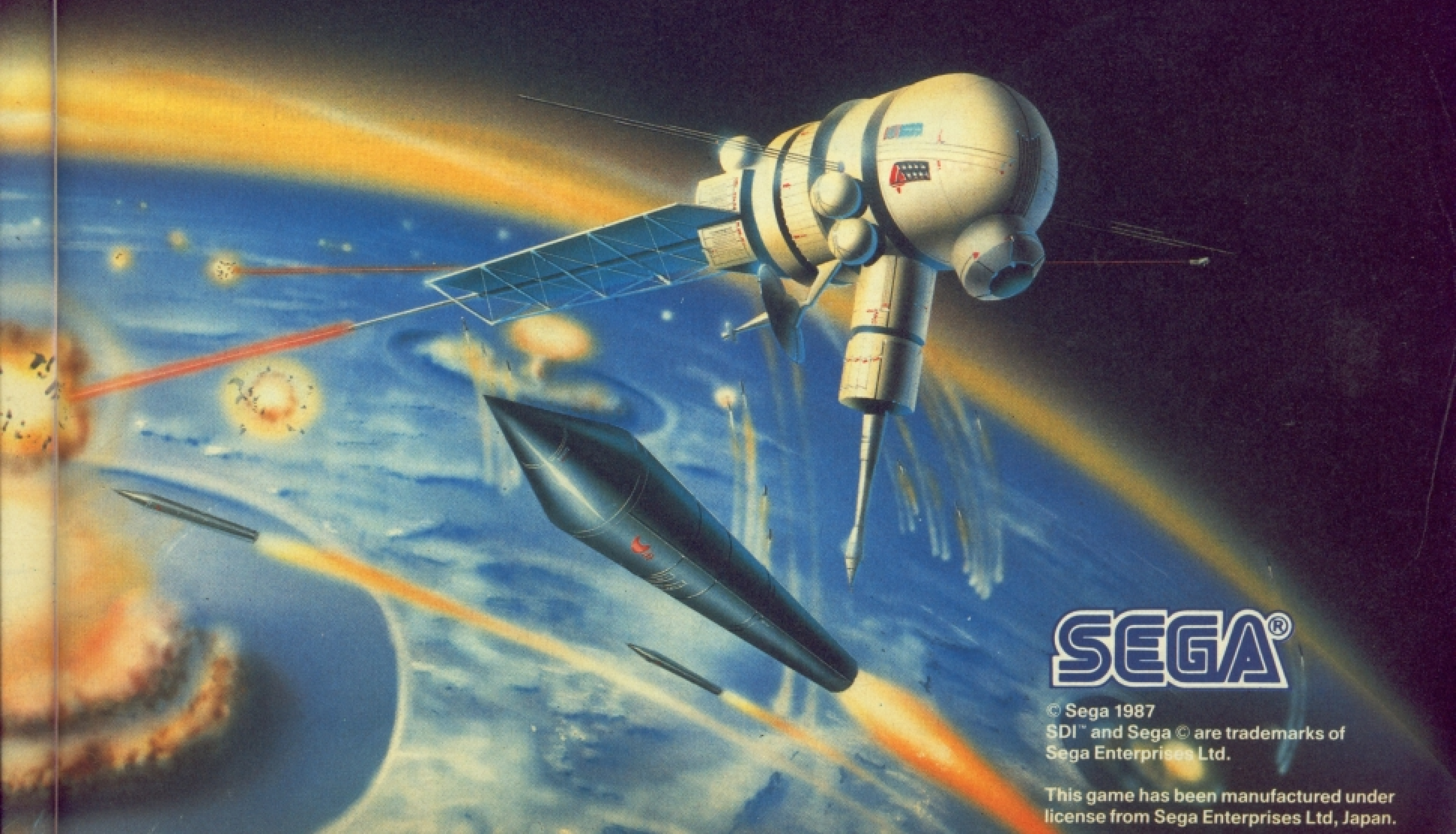
With an awesome cache of nuclear weapons at your disposal, can you zap your enemy – and save the planet from imminent catastrophe? Using skill, judgement and razor-sharp reactions, you must deploy your Strategic Defence Initiative – and avoid global disaster!





Atari ST screen shots shown

Available on:- C64 cassette: £9.99, C64 disk: £14.99
Spectrum: £9.99, Atari ST: £19.99
Mail order: Mediagenic, Activision House, 23 Pond Street, Hampstead, London NW3 2PN Consumer Enquiries: 01-431 1101. Technical Support 0703 229694



SEGA®

This game has been manufactured under license from Sega Enterprises Ltd, Japan.

CU FR...

THE BLAST...

50% off Op Wolf!

AMIGA SPECIAL OFFER

Just because there's a free cassette for 64 owners on the cover, doesn't mean we've forgotten about all you 16 bitters out there. To soften the blow at not receiving your own freebie we've negotiated a great money saving deal on the finished *Operation Wolf* game.

With its downloaded arcade graphics the Taito conversion promises to be a real treat for Amiga owners, and you can get a copy for half price. Just fill out the form below and sharpen up your eye for some class blasting. Oh, and the offer is limited to one copy per household so don't get any ideas about setting up your own business!

I enclose £11.50 plus £1 postage and packing for Operation Wolf.

Name: ....

Address: ....

....

....

Method of payment
cheque ☐ postal order ☐ Access/Visa ☐
(delete as appropriate) Number: ....

Send this coupon together with your cheque (payable to Commodore User), postal order or Access/Visa number to CU Disk Offer, EMAP Premium Sales, 14 Holkham Road, Orton, Southgate, Peterborough, PE2 0UF. Overseas readers should add £1.50 for postage and packing. Deliveries should take 28 days, but those who have problems should phone 0733 237111. Please don't phone CU!

OPERATION WOLF

When it was released late last year CU described *Op Wolf* as being "set to blow the arcades to pieces". It's done all that we expected and more, but there were still eyebrows raised when Ocean announced they had secured the licence to it. "What are they going to do, give a way an Uzi with every copy?" said one journo. Of course not, but those wily Ocean folk recognised that the gun mounted on the front of the cabinet wasn't the game's main attraction — that was down to the frenetic gameplay. The answer was to have a scrolling gun sight, something which *Cabal* has proved is perfectly workable and entertaining in the arcades at this very moment.

What *Operation Wolf* has to have to succeed is the *feel* of the coin-op and the graphic sharpness. Our free demo cassette should leave you in no doubt that they've captured that with a vengeance.

The 64 version was programmed in-house by Colin Porch with graphics by Steve Wahid. The Amiga version, currently approaching completion, is being programmed in France and, we're told, they've managed to squeeze the arcade graphics into the 16 bit wundermachine. Both versions should be in the shops from the week beginning 21st November.



REE CU

TIN' MASTER

EXCELERON

Side 2 of our giveaway cassette contains a complete game, not a clapped out re-release of an old flop, but a brand new shoot 'em up programmed especially for the occasion by newcomers Video Images.

The Scunthorpe based company of three claims to be the youngest development house in the country — and with some justification — their average age is nineteen.

The team comprises of Dave Colley, Dave Bradley and Dean Hickingbottom who organize the projects, some of the graphics, design and co-ordination. *Exceleron* itself was coded by Kevin Lawrence who programmed *Sidewize* for Firebird a few years back.

Video Images are currently doing conversion work for Mediagenic on 16 bit and one of the first projects you'll see from them is the Amiga and ST versions of *Bangkok Knights*, which will feature code from a relative unknown, Andy Fowler (who received dozens of offers after he wrote an ST demo of *Uridium*).

Look out early next year for a special CU Amiga game.





Instructions:
Side A —
***Operation Wolf* — Press SHIFT RUN/STOP and press PLAY on datasette to load the demo.**

This is a scrolling demo of Level 1. Pick up extra ammunition, health points and rockets by shooting the symbols concealed around the screen. Avoid shooting innocent villagers or medical personnel.

Side B
***Exceleron* — Press SHIFT RUN/STOP and press PLAY on datasette to load the game. *Exceleron* is a parallax shoot 'em up for one or two players, the idea being to collect the six pieces of shield from around the outside planets which will allow you to then go to the middle planet. If you get past that level then you will be allowed to take on the final confrontation on LEVEL 8. Control is joystick only.**

WIN A COLOUR T.V.

CU Compo

It's not as good as winning an *Op Wolf* coin-op, but you have to admit they're a bit impractical. Can you see your mum letting you stick it in the corner of the living room and offering the vicar a go when he comes round?

What we do have to give away, thanks to those philanthropic chaps at Ocean, is a rather nice colour TV with that all important remote control box so's you don't have to crawl out of bed on Saturday morning to switch on Saint and Greavsie *(you slob — Ed)*.

Twenty-five slightly less lucky runners-up can expect to receive copies of *Operation Wolf*.



What do you have to do to win? Well, you can either send us £100 pounds in used fivers, employ the skills of medium, sabotage the post so no-one else's entry gets through, or answer these three teasers:

1) Which comedian stars as DJ, Adrian Cronauer, in 'Good morning Vietnam?
2) What is the name of the Colonel in the Rambo movies?
3) Which country did the Uzi sub-machine gun originate from?

Answers on a blood-stained dog tag to: Wolf Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to state whether you own an Amiga or a 64 so we know what to send you should you be a runner-up. Competiton closes Nov 18th.


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SCREEN SCENE

This is where the reviews start and in common with the rest of mag things have changed. Don't worry, CU will still maintain the high standards it has set for assessing games and it'll still be done in an entertaining and witty style. What has changed though is the look of the pages, and more importantly the way we cover games.

The Amiga reviews will figure throughout the magazine, rather than in a section of their own — that's because we believe both machines now merit the same degree of coverage. Owners of 8 bit machines are interested in what's happening for 16 bit machines whilst Amiga owners can expect many of the 64 games they see to be converted. We'll cater equally for both groups by giving you updates and telling you whether and when other versions can be expected. Where games are released simultaneously we'll review both together with a selection of screen shots.

We'll also be looking to help you out with more information in the form of starting hints, background detail and technical data.

The other obvious change is the score panel. This has been streamlined in a way which really helps you decide just how we rate a game. There are now just four categories we're interested in: graphics, sound, playability and lastability. Playability simply refers to how addictive and well-designed a game is, and lastability refers to the enduring appeal of a game — are you going to clock it in an hour? Is it too boring?

Finally the scores are represented by percentages. With the high quality of releases on both formats now, we feel that marks out of ten are simply too constricting, so games will now be marked out of 100. Anything which scores between 85% and 92% merits a ScreenStar, and anything that receives between 93% and 100% merits a SuperStar. Now what about the people giving the scores. . .?

NICK KELLY

Lead singer and songwriter with The Fat Lady Sings (The Fat Lad Whinges as they're know here), Nick hails from Dublin and mainly handles the arcade reviews, though he turns to the home machines once or twice an issue.

Most of Nick's spare time (and indeed much of his work time too) is taken up with the band, but in moments of quietude he enjoys whacking Mike P at tennis and eating Japanese food.

His favourite game ever, is Wizball on the Amiga, R-Type in the arcades and Paperboy. Basically, he says, "nothing too intellectually straining." Quite right too.

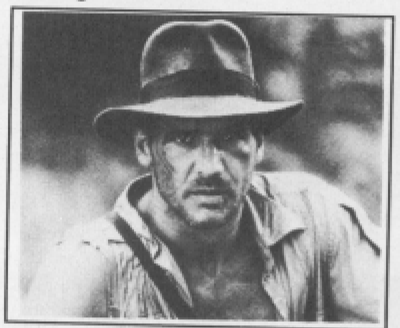


STEVE JARRATT

Another Newsfield reject, no really, Steve just joined CU after a brief period as a freelancer. Ex editor of Crash, Steve, and not a lot of people know this is, was an industrial chemist before he took to the typewriter.

His pastimes include ten pin bowling, trainspotting (*Oi! That's a complete lie! — SJ*) and painting. Look out for those maps.

Bubble Bobble just has to be his fave game ever, along with *Star Wars* on the ST (*just a minute . . . Ed*) and *Mercenary* which he rates as the best game ever written." What a boring fart. . .



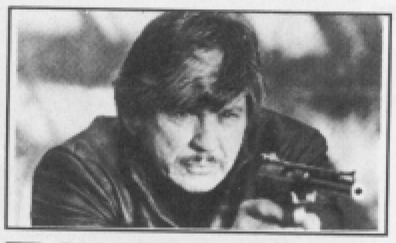
MIKE PATTENDEN

The Ed, of course. When he's not letting Nick Kelly win at tennis Mike is playing or watching football. He's a season ticket holder at West Ham and plays Sunday League football (*at which he's totally brilliant — Ed*). His favourite games are definitely of the arcade variety with sport sims and shoot 'em ups figuring highly. His bestest game ever, has to be *Operation Wolf*, but he also likes the odd pinball machine as well, particularly Party Animal.



KEN MACMAHON

Known to many software companies as Ken the Bastard because of his unkind reviews, Ken is not a man to suffer poor software gladly. It was he who gave the infamous Ninja Master zero when he reviewed it, almost causing World War III in the process. Ken will review anything as long as he's paid for it, but he's well into flight sims and games with depth — like *Silent Service (Is that supposed to be funny? Ed)*



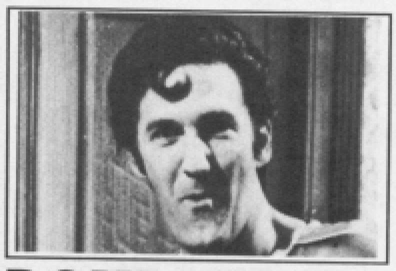
TONY DILLON

Heavy metal mutha TD, a young man carefully breeding a pot belly despite his tender years. He enjoys most types of games (he rates *Elite* as his number one fave), but he's particularly keen on the role playing variety as well.



MARK PATTERSON

Despite being an Arsenal fan Mark's quite a nice chap really. He's just become a staff member, joining as copy chaser, though we reckon it's just a way of getting hold of our Amiga. Like TD he's a fan of role playing games and rates the *Bard's Tale* series as being the best games he's ever played.

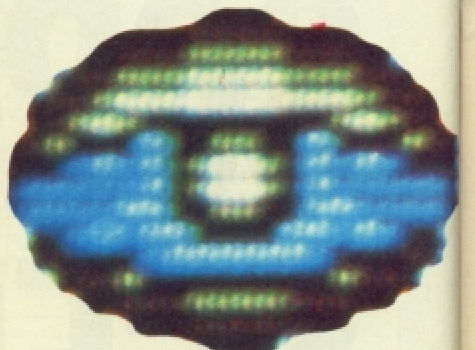


BOHDAN BUCIAK

CU's ex Dep Ed runs a desktop publishing company with Ken McMahon. If anyone's ever wondered quite how he got that name it's because he's of Ukranian descent. So now you know. Bohd' as he's affectionately known is well into Microprose style sims and racing games.







One tower down, fifteen to go . . .

NEBULUS

Recently, Hewson have been assaulting the Amiga market with some great releases such as *Zynaps* and *Cybernoid*. This trend now continues with the release of *Nebulus*.

When I first saw *Nebulus* it was on the Spectrum, and at the time I didn't thinks too much of it. But now after playing the 64 and Amiga versions I can safely say I've been hooked on one of the most addictive games of all time.

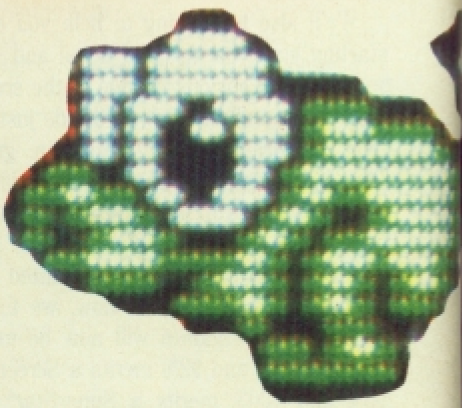
The basic idea is simply to try and make it to the top of each tower; but it's the route you take that's the problem. Firstly, there is only one real path, and from here on in that strategy is like a heavy snort of chess, but far more devious. To progress up the tower you need to use platforms, lifts and doorways. The problem with doorways is that unless you're an experienced player you never quite know where you're going to end up: in a better position or in the drink. Lifts are straightforward green man-carriers, although they can also lead to some rather nasty knocks on the head. The platforms also contain pitfalls such as the annoying habit of vaporising under your feet or being greased just as you bypass a particularly nasty alien, forcing you back into it.

Each tower scrolls rotationally as well as vertically and mastering the mild concept of this idea is half the key to being successful in your approach. If you come across a lift which is blocked by a destructible platform that cannot be shot from where you stand, an alternative route is required to bring you onto the same height as the block. As long as the block is in range of your killer snowballs, you can clear the block, scurry back to your first position, and use the lift in safety.

Other problems require avoiding some really nasty meanies. I say nasty because they go one step further than actually killing you, they knock you down a level or two on the tower you're on. This may not sound much but after struggling for ages on a particularly difficult bit with precious time slipping away, this can be agonisingly painful.

Between each tower is a bonus level where you, in the guise of your little puggy man, happily blast away at marine life, encasing fish in bubbles and collecting them for a time bonus on the next tower.

The addictive qualities of this game are literally phenomenal; all you need are a few quick goes and you're hooked — like the majority of the CU team seem to be at the



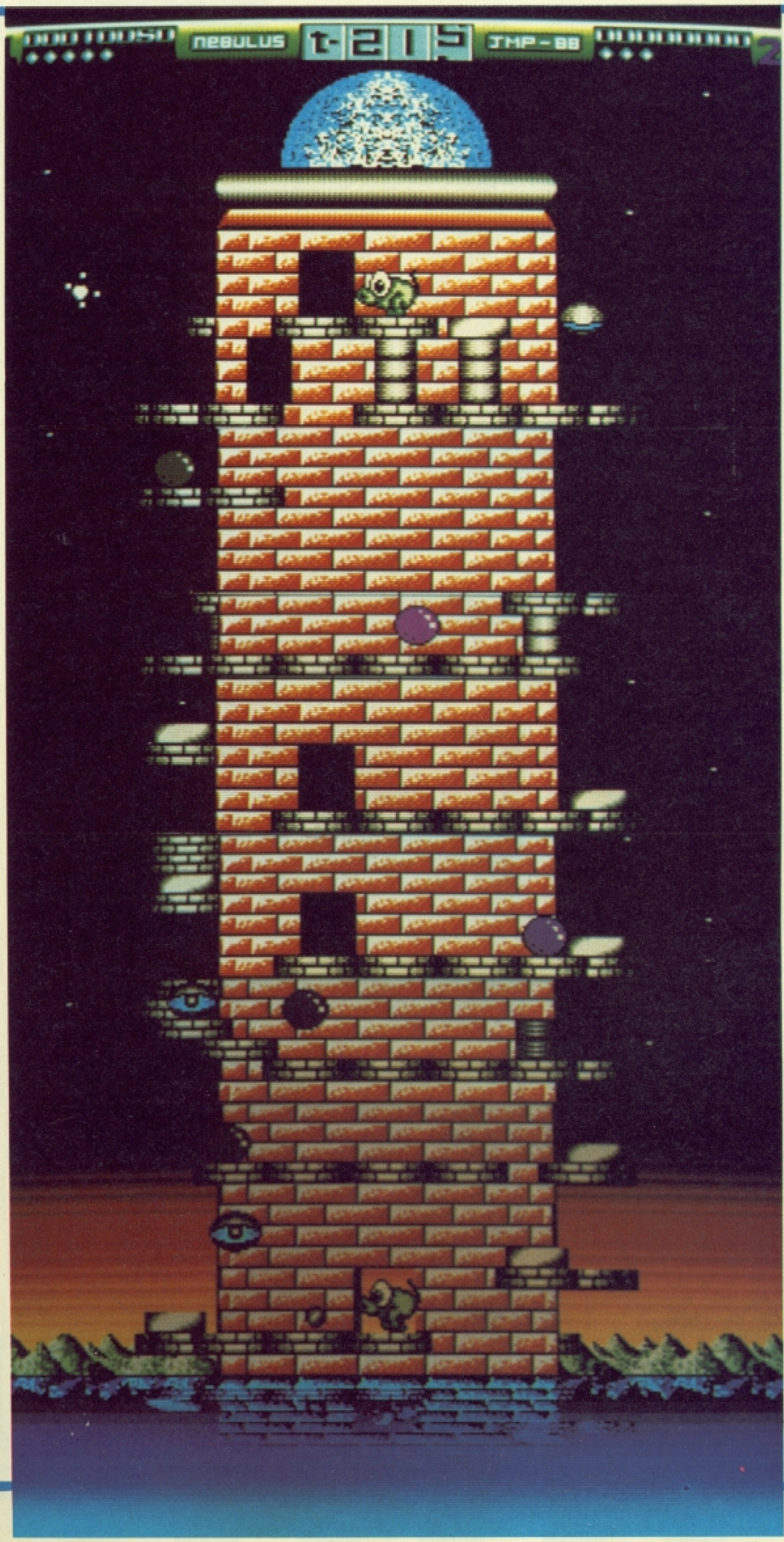
Goin' fishin' for bonus time.



Hewson
Price: £19.99

SOUND	**71%**
GRAPHICS	**88%**
LASTABILITY	**89%**
PLAYABILITY	**94%**

92%





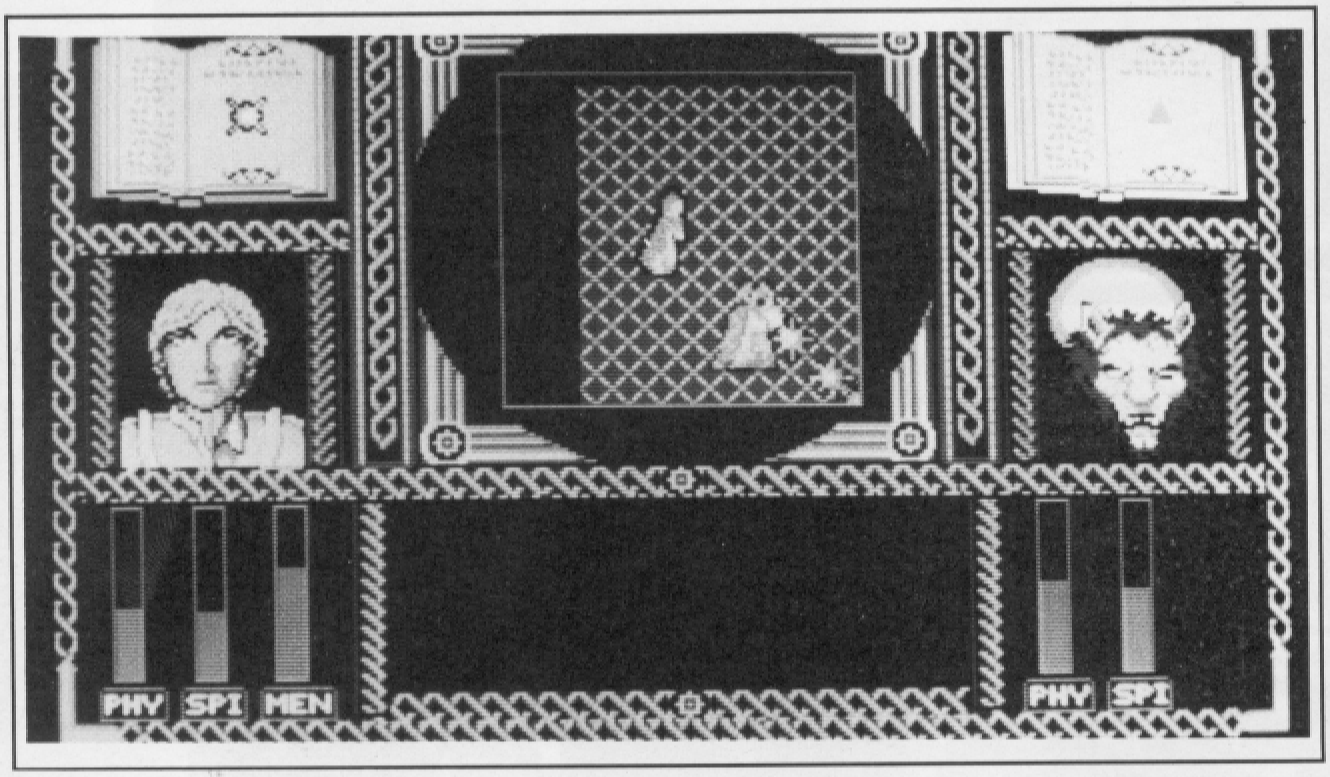
moment.

In a game with as limited a field of play as *Nebulus* the graphics have been produced extremely well. When you start, the base of the tower and the nasties are realistically reflected in the water below, and the sky is beautifully graded using around 60 colours on-screen. Clever stuff, eh?

Sampled sound effects are abundant, though not exactly the most amazing I've ever heard. Still, the sound is suitable when set against the cute, pug-nosed main sprite and those annoying aliens, one of which enters with a dry wheezing cough!

Nebulus is going to be one hell of a game to complete, but then it's going to be one hell of a game to put down again — probably one of the most addictive games ever to be released anywhere (honestly). In fact it should carry a health warning: the amount of times people have nearly thumped the Amiga (Jarratt) or a wall for that matter has to get a mention. Ultimately, it's a mentally stimulating, reflex testing, light hearted game that must rank as one of the best ever releases.

Mark Patterson



WIZARD WARS

The game that takes fantasy role playing one step further. . . Well that's what it says here. What it fails to state is in which direction. And for that fact it's not so much FRP; in fact all we have here is a basic fantasy arcade adventure. Stand it shoulder to shoulder with *The Bard's Tale* and *Wizard Warz* loses by an instant KO.

Canvas Software/GO!
Price: £19.99

Your aim is to become the greatest wizard in all the land, and to achieve this you have to go around being as violent as possible, blasting off magic left right and centre, decapitating spiders, ghouls and other wizards.

Stretched over a mind-numbing three levels, your little wiz has to collect spells, trinkets and magic items to help turn him from the warlock equivalent of a .22 pea shooter into a cruise missile.

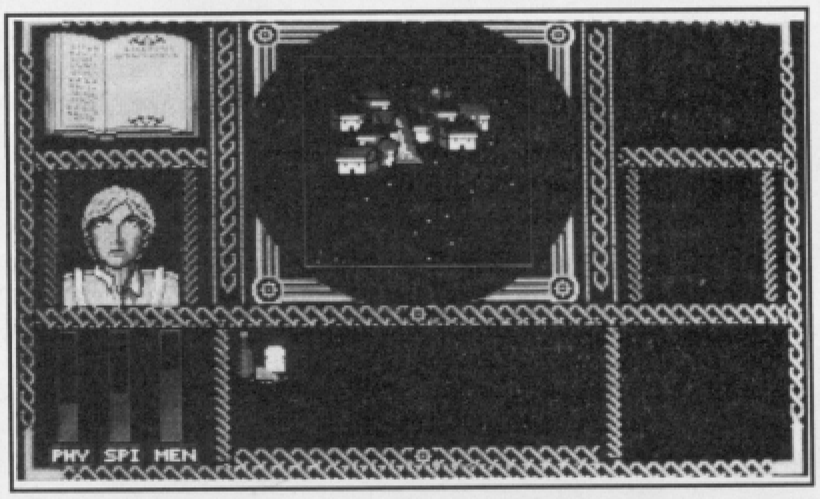
The wizard has three ratings, *phy, spi* and *men* each corresponding to a set of spells. Casting the appropriate spell reduces x amount of points from that particular stat until it's depleted or death occurs.

The spells come in two categories — offense and defence (*hud, hud — Ed*). An offensive spell can be something like a fireball or mind blast, costing different amounts of points and causing a set amount of damage. The defensive spells can be forms of shield, flying, speed or teleporting spells.

Level one is quite simple: kill the monsters and return their treasure to the appropriate town. Level two instigates the 'choose your own monster' option, whereby you cycle through a list of monsters, select the one you wish to fight and then attempt to duff it up.

Finally you're transported to the castle of the seven mages, whereby you're set upon by the first of the rival wizards, a Wolf Lord. Your wizard's attributes are altered to match those of your opponent, thus making the combat nice and even.

As role playing tends to go this is extremely bad, with no problem solving and no sense or feeling of true role play. To describe it as a soggy arcade adventure would be more apt. For a start the graphics are very poor in the essential places and very nice where it doesn't really count. The play area is a small circle in the top centre of the screen which starts off tiny and steadily grows smaller as you lose energy. The character pictures at the side of the screen are well-defined cameos of your adversaries, which is more than I can say for the monsters themselves, which are the same sprite as the main character, bar the colour of their cloak.



Looks like toytown.

Take my advice — after all that's what I'm here for — and keep away from this one.

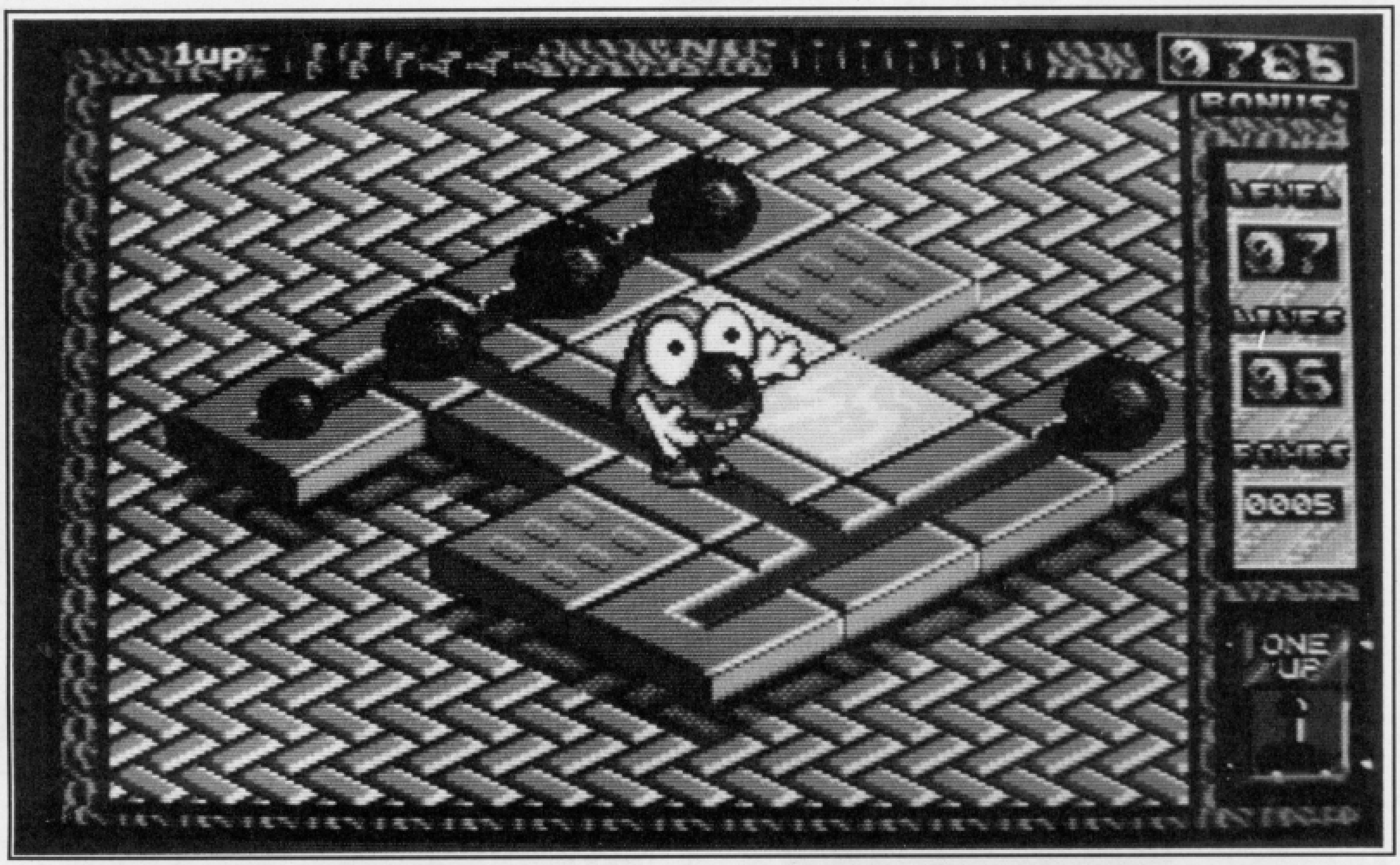
Mark Patterson

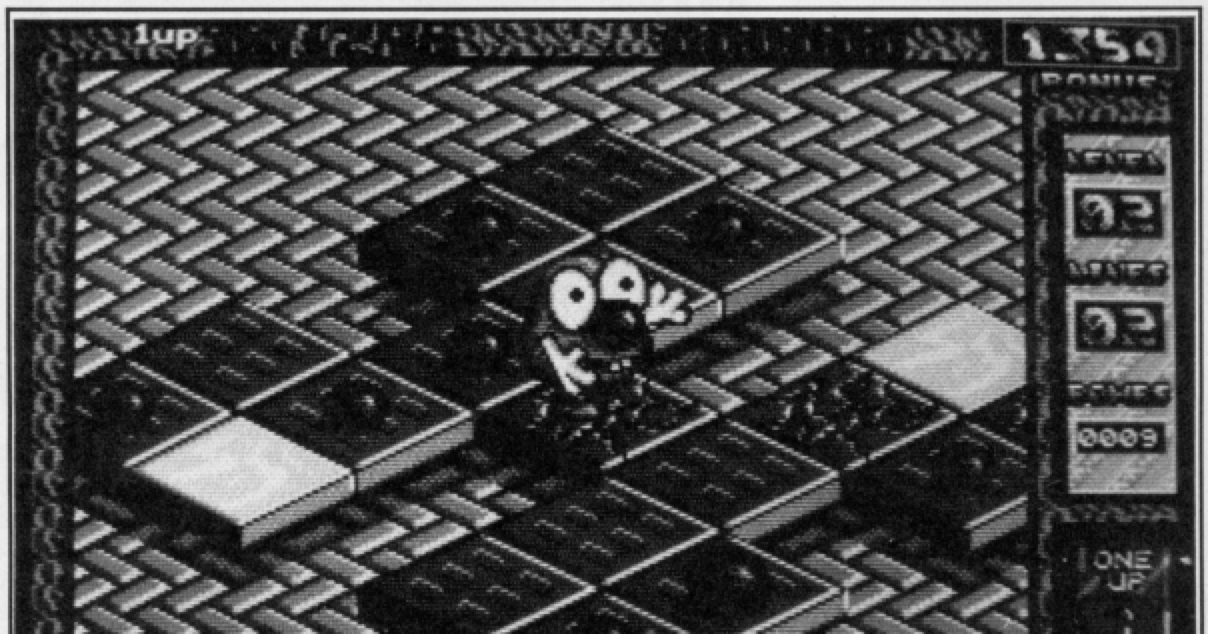
SOUND	**41%**
GRAPHICS	**39%**
LASTABILITY	**41%**
PLAYABILITY	**38%**

40%



MICRONET
Shades
MULTI-USER GAME
THINK
FIGHT
MEET
WIN
TALK
ACCESS TO A MODEM?
THEN DIAL DIRECT INTO
THE ULTIMATE ADVENTURE
Without subscribing to Prestel or Micronet you can now dial direct into Shades through Derived Service Network (DSN). Even as one of the leading multi-user games, it has been one of the best kept secrets around. Accessible in either viewdata or scrolling modes, everyone with a micro and a modem will soon be pitting their wits in the land of Shades.
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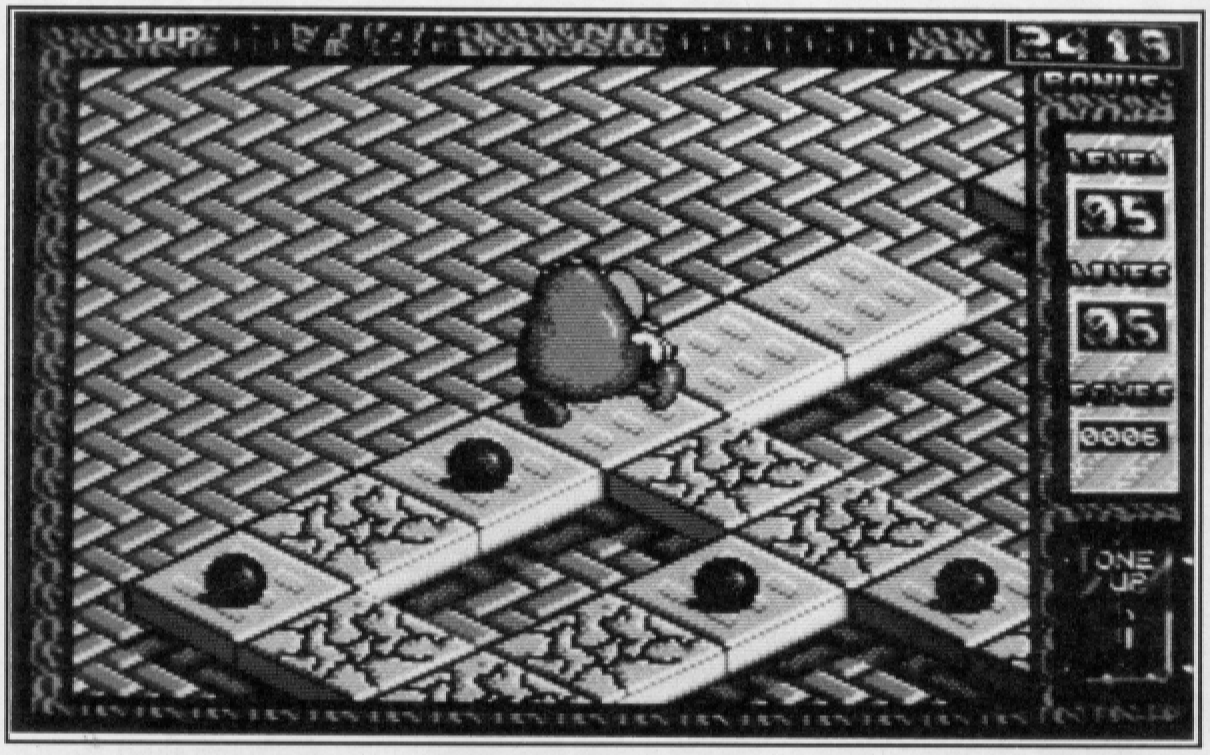
This is the one, kids. *Bombuzal* is the singular, most exciting, highly involved and incredibly realistic guide-the-fat-blob-around-the-exploding-tiles game that I've played this week. Well, maybe that's not so much of an accolade, but that's alright because *Bombuzal* isn't a very good game.

You are the mad Bomber. You live to explode bombs. Your entire being craves the smell of gunpowder, the flash of the fuse, the shock of the explosion, the taste of blood and all the rest of it. You live on an odd little world made up of lots of little flat plains. Each plain is made up of tiles, some dangerous, some not.

You spend all of your life running around on these tiles.

Image Works
Price: £19.99

BOMB



Bombuzal ***bombs out.***

Should you decide to try something completely different (e.g. run off the tiles) then you plummet to your death, some six inches below.

Your mission (if you can call it that) is to detonate all the bombs on each level by running up to them, priming them, and then running away before they explode in your face. As the bombs explode, they take some tiles away with them, the number directly proportional to the size of the bomb. A small bomb will only destroy the tile it's on and will trigger any bombs within one tile on any of the tiles' four sides. A large bomb, however, wipes out all the tiles within a three tile radius and detonates any bombs within one tile out of that area. Get your bombs in the right place, and you can set off a chain reaction that can wipe out the whole level, with you included. So be careful.

If all that isn't exciting enough for you, there's lots more thrown in, just to get your shoes quivering. Different sorts of tiles, for example. There's your normal OK-to-stand-on tile which can be blown up by an explosion. Slotted tiles do all the same stuff as the normal tiles but have an extra special capability. Any bombs on a slotted tile can be picked up and moved to adjacent slotted tiles. On a screen that has slotted tiles, you can be pretty sure that you're going to have to do some shifting.

A riveted tile is OK to walk on and won't be destroyed by an explosion. Cracked tiles disappear as soon as you step off them, so always make sure that you want to walk across it before you do, because once you do, there's no turning back. Iced tiles make you lose control.

On top of that, there are swell bombs. No, not bombs that are nice to American persons, but bombs that change size from small to large, each size doing varying amounts of damage. A-bombs are scattered about on some later levels. Trigger one off, and all the bombs on that level go off.

Power temples can be found too. Should a bomb go off next to one, it sucks in the force of the blast, preventing it from destroying tiles and detonating other bombs. Teleports transport you all over the shop. A spinner is there to ensure that you don't spend too much time on the starting square. After a short amount of time, it will push you off the square you're on in a random direction. Switches also lie around, which change parts of the level you're on.

Phew! I wipe the sweat from my brow. Imagine, all that in one game. I bet you can't wait to play it, but hang on, there's more! You can play in a 2D overhead view or a 3D isometric perspective view.

The graphics are large and cute, but nothing to write home about. The animation on the other hand, if you can call it animation, is terrible. There only seems to be four frames when he walks (it's more of a glide than a walk). This spoils the overall look of the game, which is pretty bland anyway, consisting of a few diamonds with some bearing different markings to the others and a red circle here and there. Come on, isn't this an Amiga game? As for the explosions! They're nothing short of a joke. Even the Spectrum doesn't do explosions like that. The tiles vanish to be replaced by lots of flashing red pixels. Har de har har.

The control is horrible. For one thing, Messrs Crowther and Bishop have rotated the directional control by 90° in comparison to every other isometric perspective game, which means lots of mistakes. It's very easy to walk off the edge of a platform because you automatically direct your character according to instinct.

Bombuzal is a nice idea, but one which has been spoilt by one or two stupid mistakes.

Tony Dillon

64 UPDATE

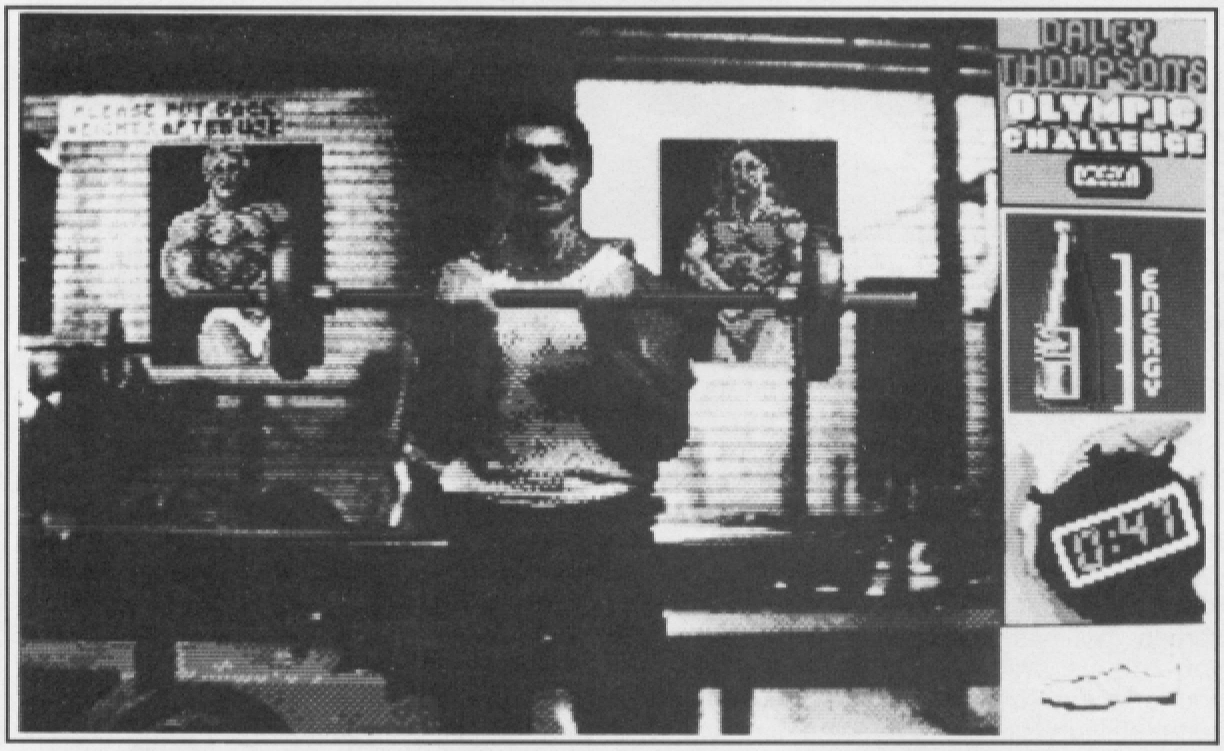
The only differences between the 64 and the Amiga version are the graphics. Though clean and well defined on the Amiga, they suffer the same old problem of the 64's resolution. Large, blocky graphics and poor animation make it a less-than-average game visually. The overall presentation is pretty bland, with a boring front end and some fairly basic sound effects.

UZAL

GRAPHICS	46%
SOUND	52%
PLAYABILITY	62%
LASTABILITY	31%

49%

Daley Thompson's OLYMPIC CHALLENGE



Poor old Daley, broken, but unbowed he missed out on another Olympic medal by a measly 22 points. Ain't life a bitch?

Ocean must be more gutted about Daley's demise than most: had he succeeded *DTOC* would probably have fared much better chartwise than it has. The 16 bit version appears, rather in the mould of Epyx games, after the main event, so it really needs a little more than topicality to give it appeal.

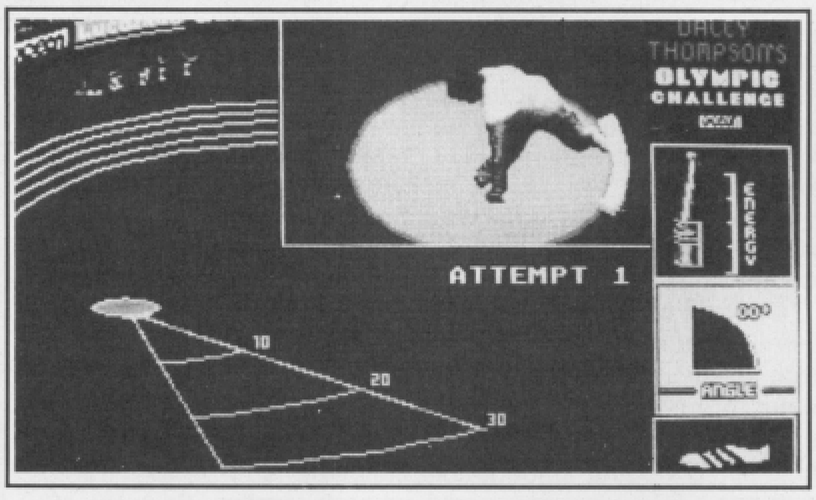
To their credit, Ocean have tried to make use of the Amiga with a different approach to the game in using digitised pictures of the great man to accompany the action. However these only serve to highlight what was the game's main weakness on 8 bit: it's still a very stilted joystick waggler. In each of the ten events virtually all you're asked to do is thrash the stick violently from side to side, a technique which really has as much place in sports sims these days as synchronised swimming.

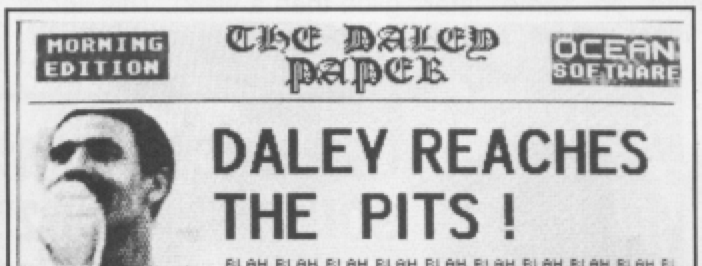
The 16 bit version also falls down on the 64 with the graphics believe it or not. Yes, I know they're digitised which is fine, but for most of the events Daley's digitised pictures merely accompany the action — the real sporting prowess takes place in the world of sprites and pixels, and really these leave a bit to be desired. They're small and not really that detailed.

Sound too is poor, and although there's a jolly tune, the effects are weak and limited to the odd grunt and what sounds like an express train rattling over the points in the distance. It's supposed to be the crowd's reaction.

A shame really, because had Ocean found a way of utilising the digitised pictures more usefully and avoided the joystick pumping then I'm sure *DTOC* would have been a hit.

Mike Pattenden





Ocean
Price: £24.99

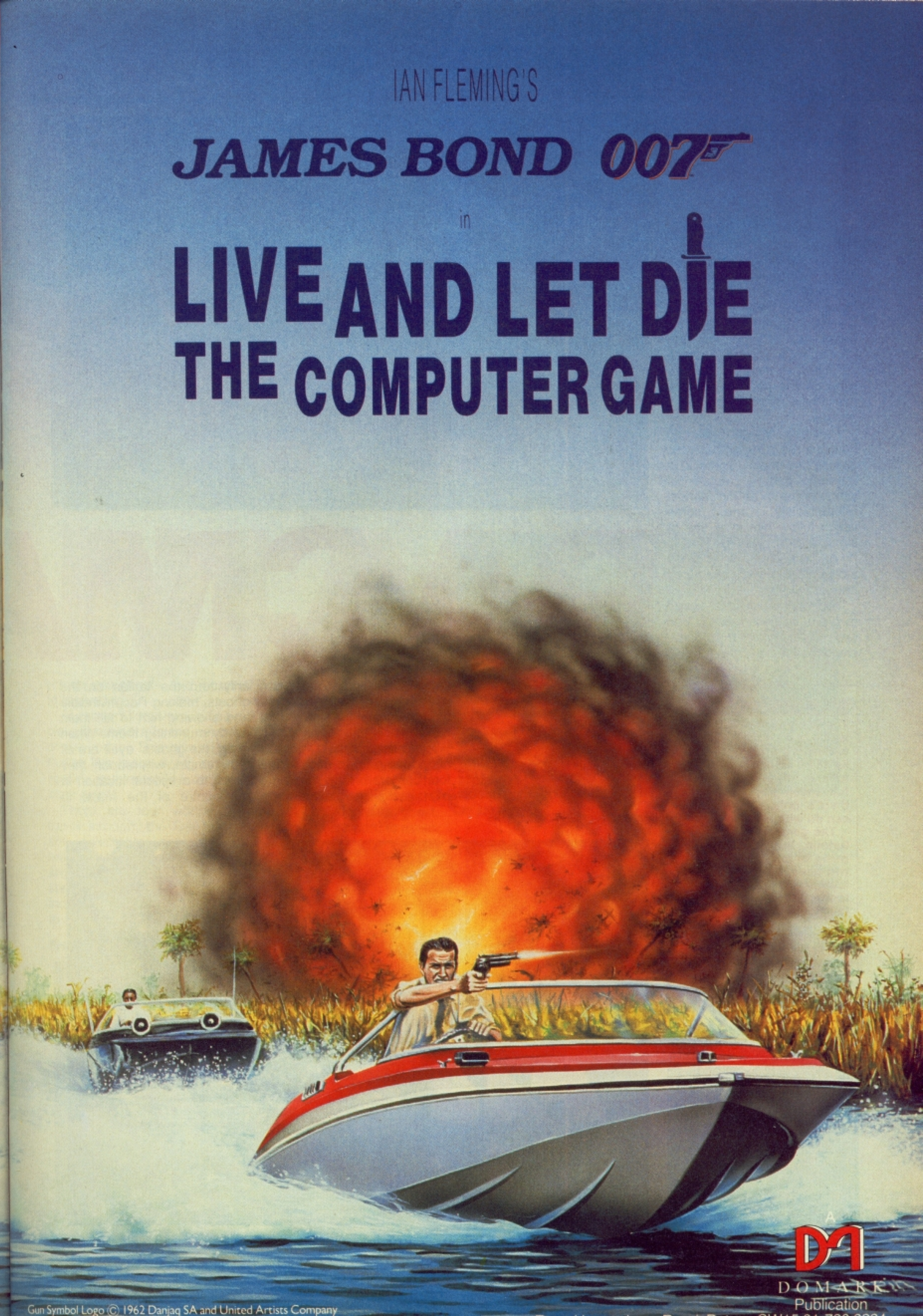
SOUND	**30%**
GRAPHICS	**67%**
LASTABILITY	**56%**
PLAYABILITY	**57%**

59%


PRO SOCCER Simulator
Richard – 'Pro Soccer's got everything! There's four soccer games – 11 A-Side Soccer, Indoor Soccer, Street Soccer (fouling allowed!) and Soccer Skills (with skill training – penalties, pushups, sit ups, weight lifting, dribbling and more!) – Superb Value!'
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Shee-oot!
Available from 20 October 1988
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Atari ST
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in
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THE COMPUTER GAME
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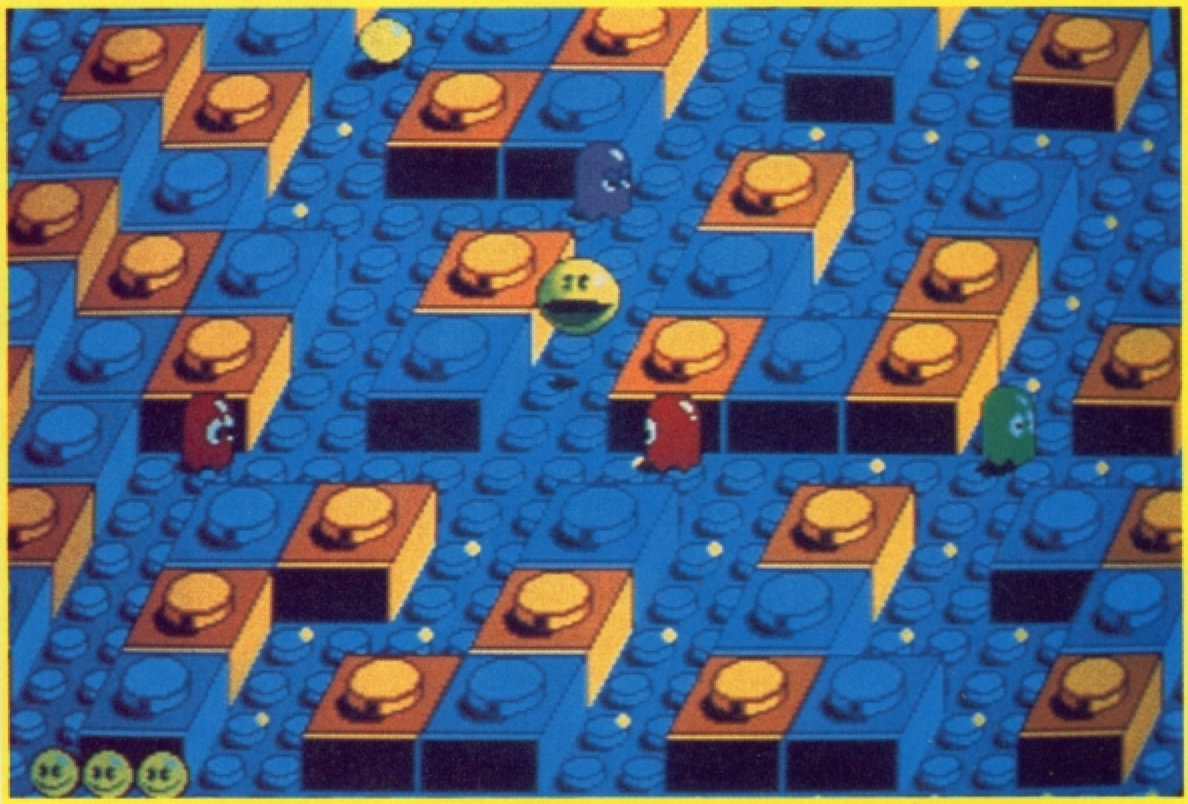
Pac's back! Only now he's got lots more colour, a large scrolling maze and a few special abilities.

Pac has been enlarged, rotated through 90°, and given a new, overhead perspective view of the world. The game, however, remains exactly the same. Pac, a rotund yellow eat-anything ball (a bit like C+VG's ad man just after he came back from his holiday) has to race around a maze collecting all the pills that are lying on the floor by running over them, eating them as he passes.

The only things hindering him are the ghosts that race around the maze, some in a random pattern, some of which home in on him almost telepathically, and some which follow him in a 'line of sight' fashion, that is, should he go round a corner, they stop tracking him until they see him again.

The original *Pacman* used to get quite hectic; if you had two ghosts coming from opposite directions, and nowhere to turn, there wasn't very much you could do, except wait for the impending doom. Happily, in *Pacmania*, there is. You can jump up into the air, clean over the approaching ghosts and away into the blue yonder. As the ghosts don't change direction in the middle of a path, you should gain enough time to do a runner (or should that be a roller?).

As in the original, Pac has his power pills. In each of the four corners on the maze are oversized pills, which temporarily turn the tables on the ghosts, making Pac invincible and allowing him to kill them off by munching them. When dead, the ghosts' eyes are all that remain, whereupon they fly off to a special location in the centre of the maze to



PACMA



Aaaaaaaacccciiiiiiidddddd!!!

64 £9.95

The 64 version of Pacmania isn't bad either, though funnily it's a lot faster than its 16 bit counterpart. Unfortunately it doesn't have the full screen playing area. But there's only so much you can do with a 64.

The gameplay is fast and furious, but falls down by being far too easy. It took me two goes to get to the final level, so maybe forking out a tenner for 15 minutes entertainment is a little bit much.

GRAPHICS:	**73%**
SOUND:	**57%**
PLAYABILITY:	**76%**
LASTABILITY:	**46%**
OVERALL:	**69%**

Grandslam
Price: £19.95





ANIA

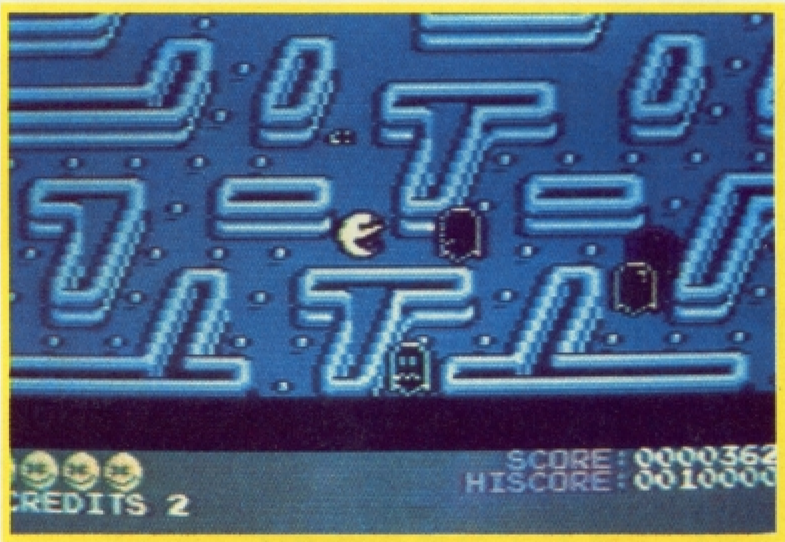
reform into ghosts, and return to menacing.

At random intervals, a special pill appears in the centre of the maze. This gives Pac things like extra lives, super speed, invulnerability or just plain points.

There are four worlds to travel through, the first three are selectable as starting levels from the front end. The amount of levels on each starts at one for world 1, and increases in direct proportion to the world number. On the higher levels, things like wraparound mazes appear just to fool you into thinking that the maze is larger than it is. More and more ghosts appear and the mazes become more intricate. Right near the end, the big ghosts appear. Twice the size of an ordinary ghost, these things are hard to avoid. The one type of nasty that gets me every time is the jumping ghost. It starts on world 3 and can't be jumped over, as it has a habit of jumping when you do, so you tend to jump into it, rather than over it.

Pac, we need U 2 wrap.





Can you paarty!

To be honest there's very little distinction between the arcade version and the Amiga version — unsurprisingly since the graphics were downloaded from the coin-op. For a start, the borders have been removed to give the game a full screen. The characters are large and well detailed with all the character of the original. The sound is really nice too with a tunette here and there, and a continuous 'wakka wakka' sound when Pac moves.

Pacmania is a good game. There's no denying that. It's playable, fun, a bit on the easy side maybe, but fun nonetheless. The problem is, as an idea it's a bit outdated. Nostalgics might see things differently.

Tony Dillon

Graphics	83%
Sound:	74%
Playability:	78%
Lastability:	62%

72%


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You fightin' or dancin'?

BY FAIR MEANS OR FOUL

Now that the Olympics is all over and the athletes have gone home — some sooner than others — it's time to get down to the real nitty gritty of what sport is all about. *By Fair Means or Foul* is a boxing simulation where anything goes. It's what most sportsmen and women, if they would only admit it, are all about — winning at any cost.

The dirty business in *By Fair Means or Foul* is all up front where the crowd (but not the ref) can see it. None of this surreptitious steroid stuffing months before the event, here we're more into the crafty knee in the groin, the innocent below the belt punch and the outrageously overt headbutt. No so much the Ben Johnson Academy of Artificial Additives as the Paul Davis School of Unarmed Combat.

You can do some serious violence on a friend if you happen to have two joysticks, otherwise you'll have to content yourself with beating the living daylights out of a computer opponent. The truly wicked might try opting for the two player game than beating hell out of an undefended oppenent while he stands there rooted to the canvas.

You can start off with Mild Martin who's not really all that mild, unless you call a swift kick in the nuts a bit of friendly fun. If you're any good you can take on Steady Eddie, Dirty Larry, Fast Freddy, Ronny Razor and Deadly Dan. The introduction screen gives you their vital statistics, plus a Lego-land style mugshot.

Before you actually get yourself into trouble, take a few shots in the practice ring where you can take it out on a punch bag on one side of the ring and a ball on the other. This'll help you get acquainted with the 16 moves that are available.

Once you're in the ring you won't have time to refer to the instructions. The bell goes for round one and your mean looking opponent is out of his corner and heading straight for you faster than a miffed Korean ring official.

The crowd are in an ugly mood and speech ballons saying 'get on with it' and 'ZZZZZZZ' rise from the seething mass. The ideal technique is to get in there, strike home with a few jabs and move off before you get hurt. That way you can keep up your energy bar and whittle away at your opponents bit by bit. You must keep up the attacks or his energy meter will gradually creep back up to full. At the end of the sixty seconds the player with the higher energy rating wins the round.

If you want to score a direct KO you'll have to play dirty (unless you are a very good clean fighter). The mark of a truly great dirty fighter is knowing when to throw the foul punch. A traffic light type indicator at the top of the screen helps. The little man shows green when the ref's not looking and red when a fouled punch would have you sent back to you corner (you can get off lightly in this game). So as soon as the green light shows, that's the time to go in with the vicious kicks, below the belt punches, your knees, head, anything you can really hurt him with.

As you have probably noticed from the screenshot, *Fair Means or Foul* can hardly be said to be pushing back the frontiers of 64 graphics. Why one boxer is purple (apart from possibly the side effects of all those synthetic substances) is a complete mystery.

The action is quite humourous — at first — but the novelty soon wears off. If *FMOF* is a winner, then it's by a poke in the eye, rather than a clean knock-out.

Ken McMahon

Superior Software
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SOUND	21%
GRAPHICS	27%
LASTABILITY	34%
PLAYABILITY	45%

46%

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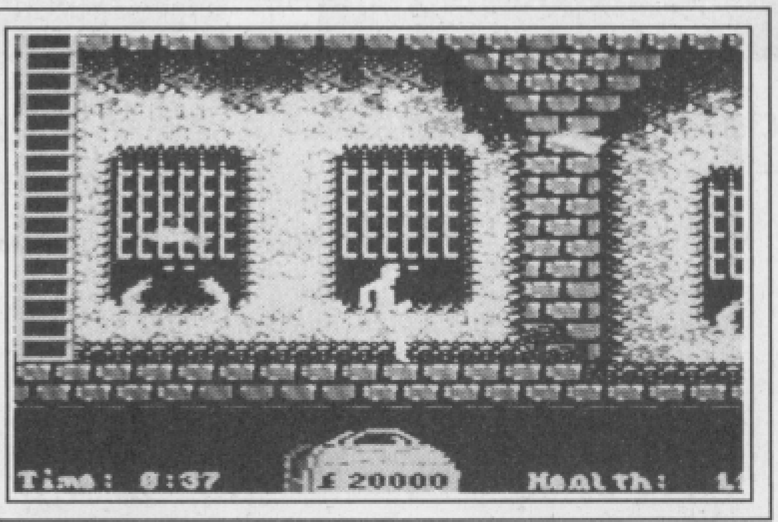
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The 64 version.

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Around The World in 80 Days sadly, isn't very exciting. The thought of spending 2½ months doing what you can now do in under 24 hours doesn't sit comfortably in my mind. Not to say that the game is based on poor subject matter. It's simply that the game is based merely on four subgames, each supposedly showing part of his journey.

Not that Phileas even makes an appearance in the game. It's all seen through the eyes of Paspatou.

The main part of the game is basically a view of a map of the globe, and a small white dot showing the location of our heroes. Dotted around are various pieces of information showing the date, form of transport, how much money is left, and the four action icons. These are 'Bribe', give the pilot/driver/rower money to make him go faster; 'Cards', which you play to win money, 'Play', which takes you directly to the next subgame, and 'Pause'.

The first of the subgames is a gentle jaunt through an Indian jungle and into an underground temple. Later subgames include acrobat hurling in Japan and bank robber avoiding in London.

The subgames are viewed side-on, much in the mould of *Rolling Thunder*. The game 'scrolls' (I use the term in the loosest sense of the word, it actually flip-scrolls and very badly too) from left to right, occasionally up and down, and pits you against various nasties. In the first one, you are pitted against tribal natives which you attack with exploding spears. Later on you kill birds, rats, and the guy who makes all the irritating background flute noises. Yes, that is something that I can say is OK, the sound effects. Though not the best I've heard, they are quite atmospheric, though they can't save this game.

Gameplay is almost nonexistant; the controls are slow and unresponsive, and as for the time it takes to fire, you're better off trying to avoid things.

A weak attempt after *Into The Eagle's Nest.*

Tony Dillon

Pandora
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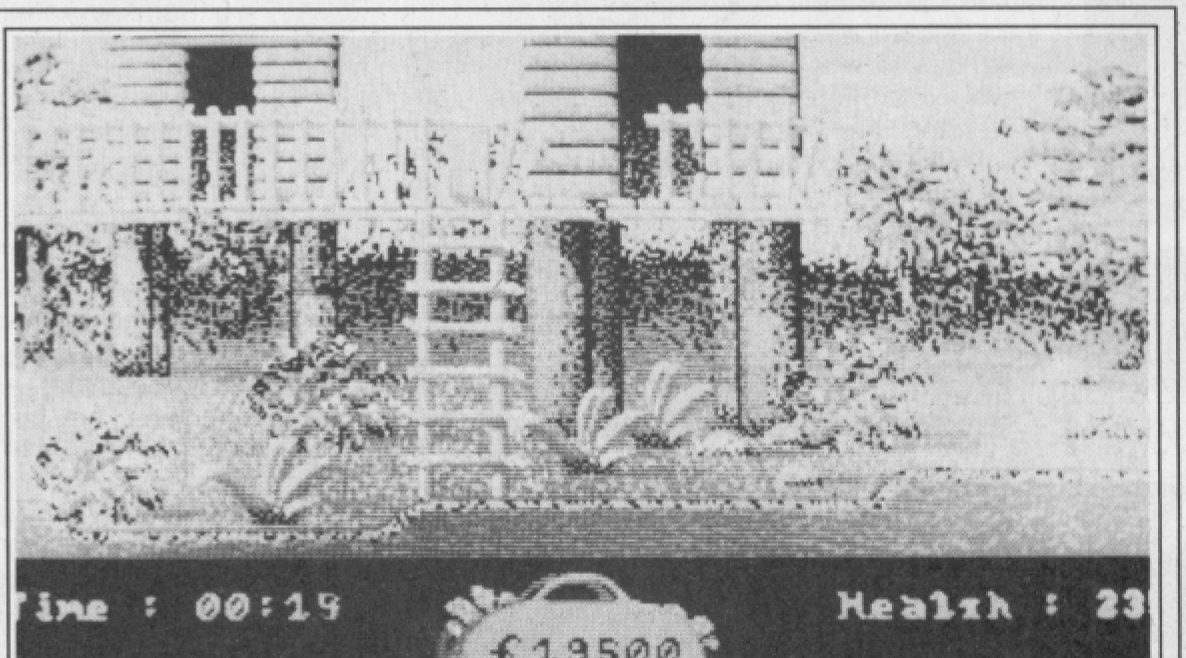
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The 64 version of *ATWIED* (sounds like a reggae band) features all the same screens and subgames of the Amiga version, and thankfully has dropped the flip scroll format and turned into a smooth scroller. The graphics, however, are equally bad and the sound is terrible. It's also marred by extremely long multi-loading times. Avoid.

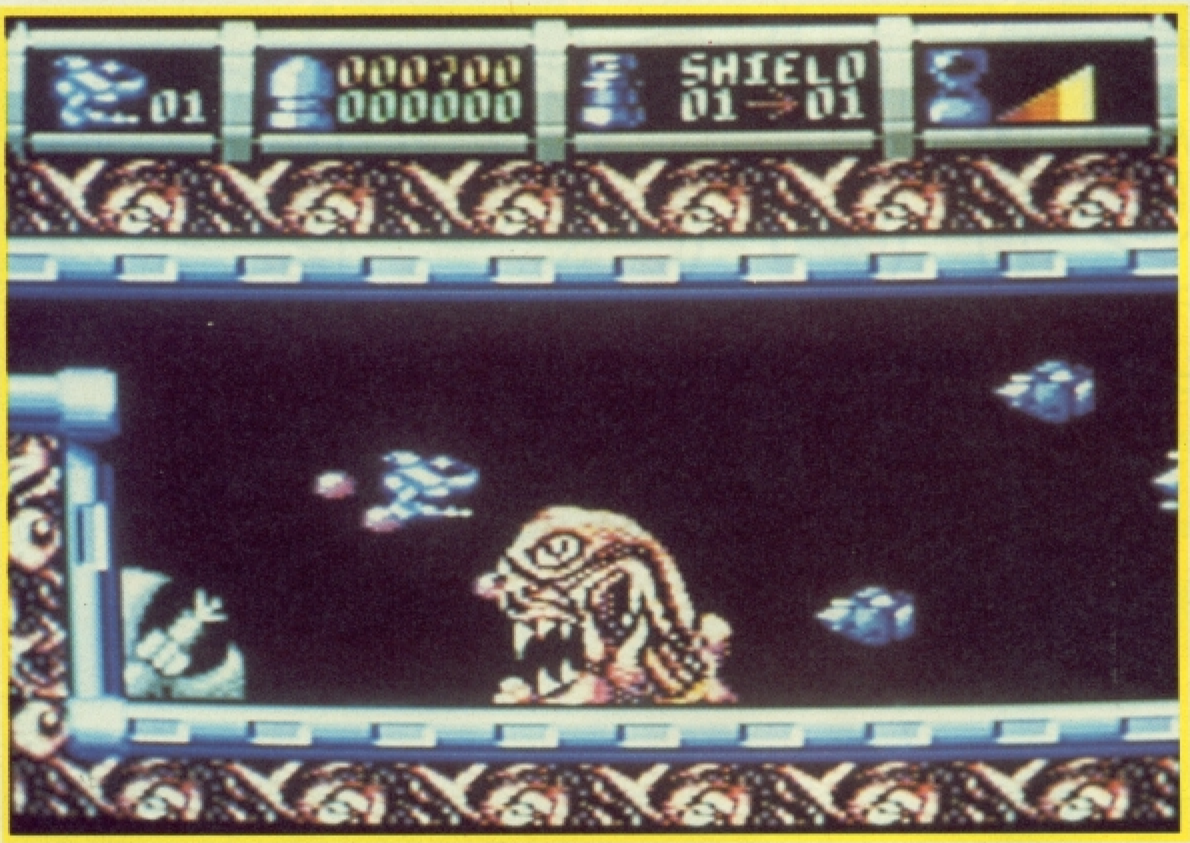
SOUND:	**27%**
GRAPHICS:	**45%**
LASTABILITY:	**38%**
PLAYABILITY:	**51%**
OVERALL:	**46%**

SOUND	**68%**
GRAPHICS	**34%**
LASTABILITY	**24%**
PLAYABILITY	**26%**

35%



The Amiga version is undermined by poor animation and flip screens.

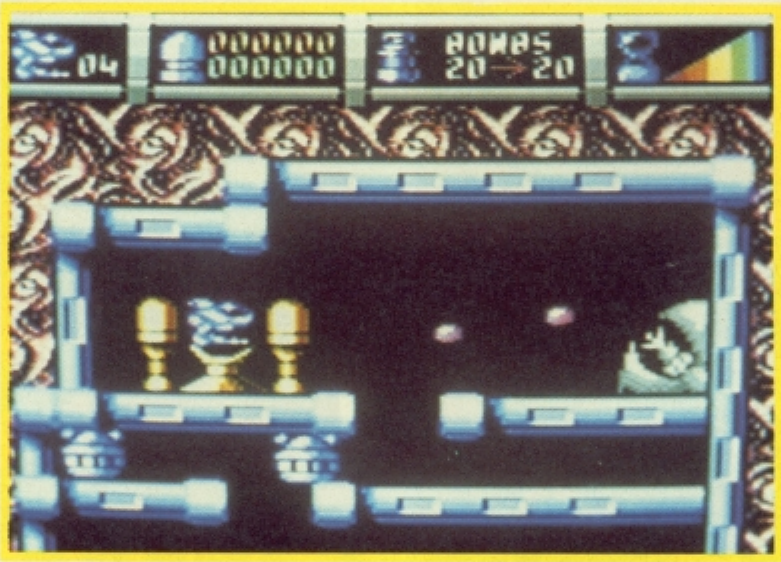


Could be call for a shield here.

CYBERNOID 2

Raffelle Cecco's *Cybernoid* was a big enough hit with the CU crew last May when it was released on the 64 and earned Hewson a Screen Star. Not surprising then that they should follow it up a mere six months later with the sequel, or rather *The Revenge* to give it its proper subtitle.

At first glance *Cybernoid II* doesn't look at all that different from its predecessor. The bad news is that several glances later I was still thinking the same thing. The plot yields no surprises: the pirates have returned in a new, even more fearsome battlestar to plunder the Federation storage depots. Because you made such a good job of getting rid of them last time you have once again been chosen to see them off and recover the cargo. In other words, more of the same.



And this is only the start.

You'll have gathered by now (if you didn't know already) that a lot of shooting, bombing and dodging goes on in this game. The thing is set in a sort of post-Chernobyl Kew Gardens landscape filled with ugly looking plant life. The plants spit deadly blobs at your cyber craft but they don't go that fast and would be easily dodged were it not for the hundred and one other things happening at the same time. A whole host of flying saucers, rockets, deadly snowflake thingies and the like, plus, of course, the alien ships chase after you and destroy your craft at a touch (you start with four).

Apart from the different screen layout the most noticeable enhancement to this new version is the extended array of weaponry you are provided with. There are now seven keys to scramble for desperately if you want to avert death. The old stuff is still there — plain bombs, bouncing bombs and enemy-seeking missiles, as well as the trusty shield (not *that* trusty actually, as it always gives out when you least expect and most need it). Additional armament comes in the form of time bombs, a smart bomb and the absolutely brilliant tracer missiles which scoot round the edge of the screen destroying everything in their path.

All the things that made *Cybernoid* a Screen Star are still there: superb music and sound effects, really brilliant flowery graphics and gameplay that requires a bit of thought and a lot of concentration, not just a sharp trigger finger. I don't think there's much here for existing *Cybernoid* players, not enough has changed, but definitely worth a look as far as everyone else is concerned.

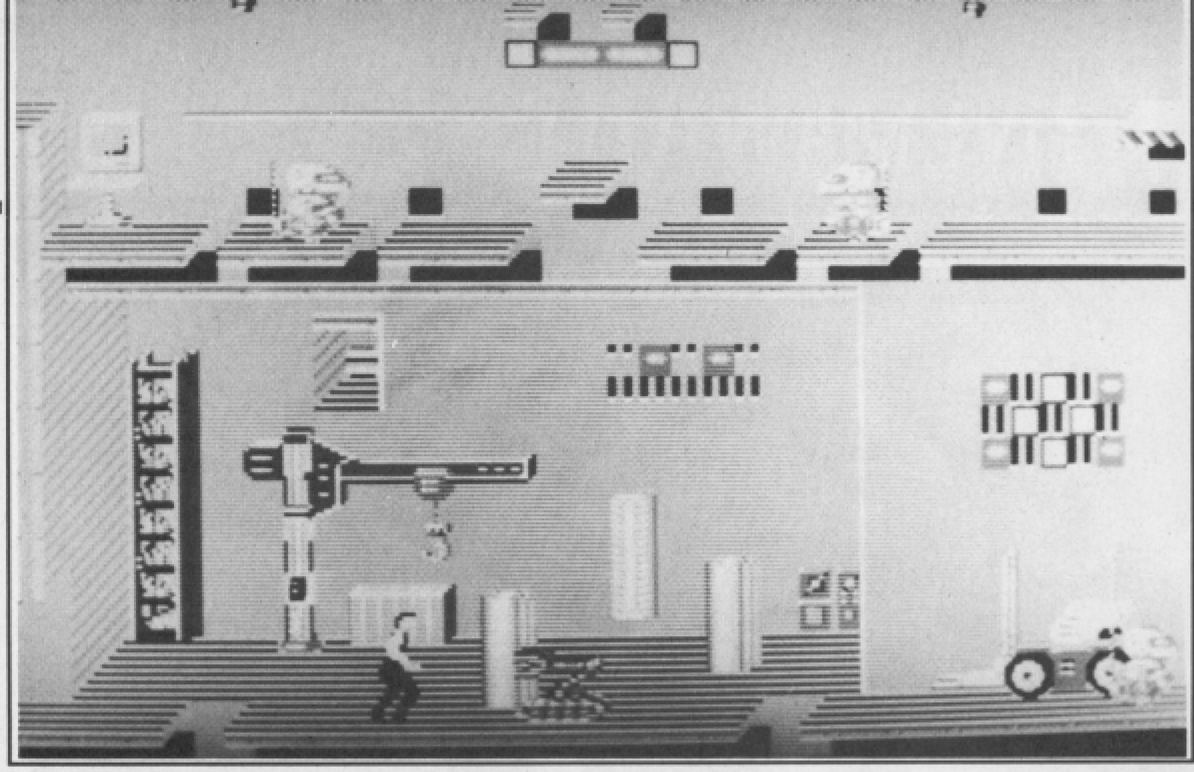
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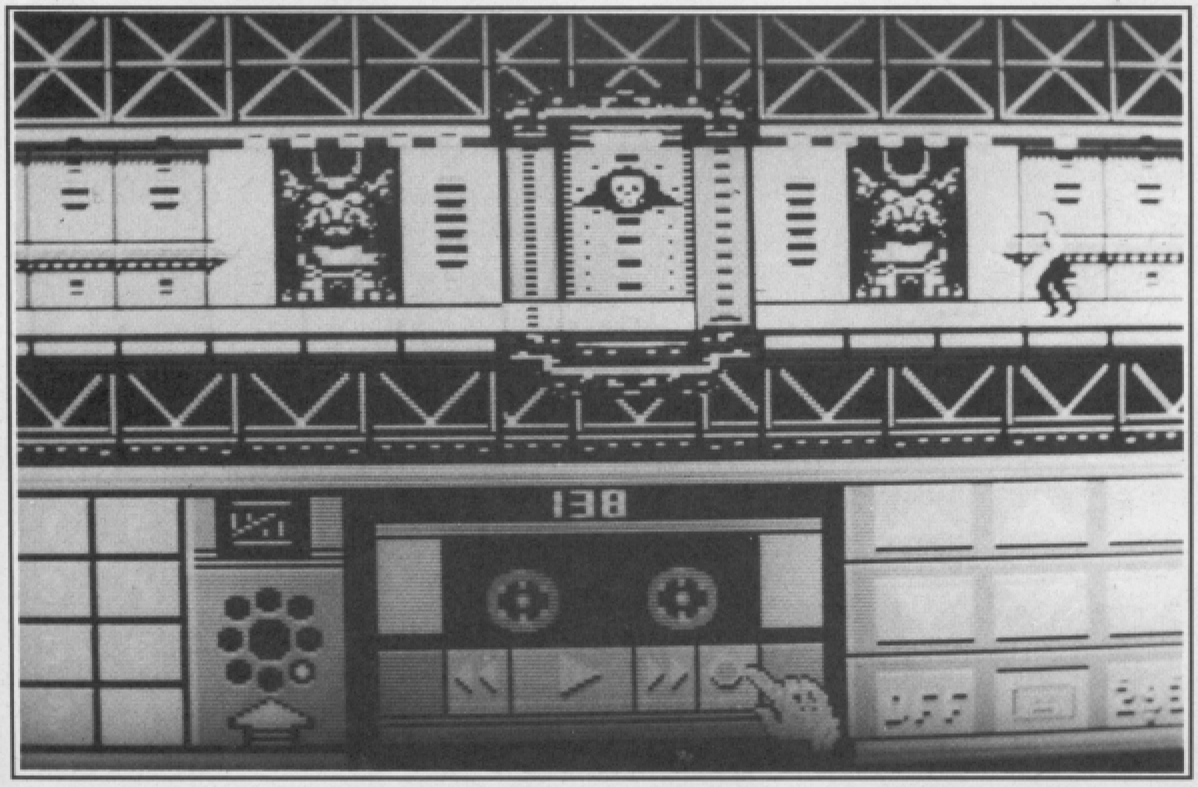
SOUND	**65%**
GRAPHICS	**88%**
LASTABILITY	**76%**
PLAYABILITY	**85%**

82%


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This review will now self-destruct



IMPOSSIBLE MISSION 2

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Evil Elvin Atombender is back. Still miffed after losing out on a computer high score, and then having his plot to destroy the world foiled by special agent 4125, he's holed up in an even stronger fortress, with more deadly robots, guards, trap doors and an even more fiendishly designed maze.

The recently released sequel to *Imp Miss,* was not as good as its predecessor, and this also goes for the Amiga version. Which is a shame, because despite the Amiga's extra capabilities, the animation, speech and gameplay are all much weaker.

You're required to collect and assemble the three digit pass codes to enable agent 4125 to gain access to Elvin's tower. Inside he has to collect several musical sequences. Once he's gathered them all he has to form the correct tune, which then allows him to pass onto Elvin's central tower to find the main control computer and use it to disarm the missile launch codes. No mean feat.

The room design remains almost unchanged, though a few modifications have been added: walls block your path and in addition to the up/down elevators there are other platforms which move horizontally. Instead of using computer passes to reset the lifts, or disable the robots, now the terminals can be used to switch on electric lights, arm a time bomb (which is then placed by the agent to blow up a safe) or arm mines which explode on contact with anything, including your agent.

Even the robots have been re-styled — they're far more deadly than in the previous game. *Minebots* run round on the lifts, totally cocking up any lift strategy you might have worked out; *Bashpots* attempt to push you off the nearest platform or out of a room; and *Squatbots* can be used as spring boards if you land on them properly.

The final room is a complete nightmare, with every type of robot and trap. But there are security terminals so you can use any passes that have been collected.

If you have ever played *Impossible Mission* on the 64 it could be that you'll be very disappointed with this, but it's still a good challenge if you discount the reputation it has to live up to.

Mark Patterson

SOUND	54%
GRAPHICS	58%
LASTABILITY	69%
PLAYABILITY	68%

66%


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64

Screen Scene

BATTLE ISLAND

To be blunt, the authors of this game are asking a bit much. They've charged you with the task of storming a hostile Pacific island single handed, destroying a neutron beam located in the middle, collecting the constituent parts of a bridge to get there, rescuing hostages imprisoned in four locations and, if you have time, doing away with as many of the defending forces as you can — and all before lunch too.

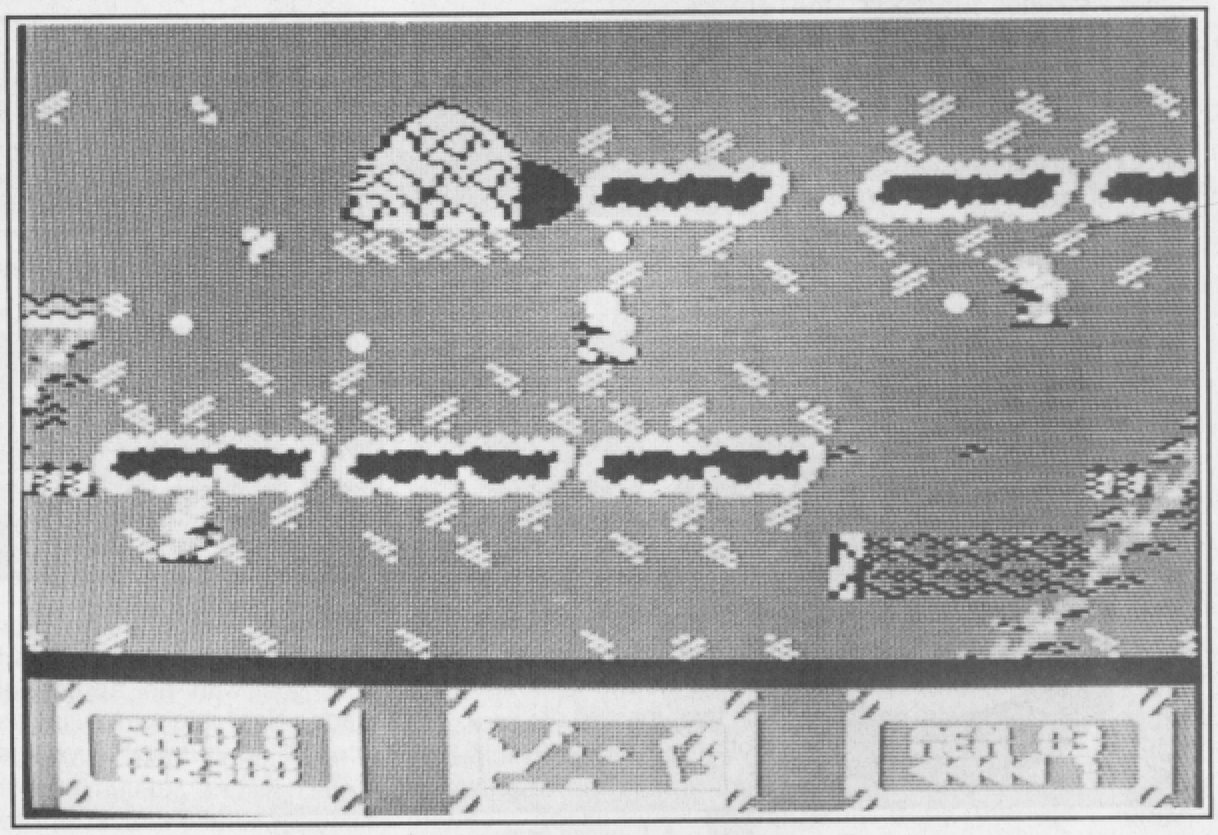
Battle Island is so large, it takes up more than 300 screens. Since your job is to cover almost every inch of it, Novagen have thoughtfully provided you with a map. Now those of you who detest maps aren't going to like this, because using it is pretty essential. The island is laid out like a maze, complete with walls, fences, gun emplacements, gates which automatically open and shut and a number of installations that you must visit.

The map shows you where the eight constituent parts of the bridge are, which you must acquire to cross the moat and gain access to the neutron beam placement at the centre of the island. The problem is that from your start position, there is only one way to get round the island and you must collect bridge parts in the order they're numbered on the map. Not surprisingly, collecting all eight involves a scenic trip around the whole island. The four installations where hostages are held captive are also clearly marked. These must be raided too.

You get a 'helicopter' view of the island and as you move, the scenery scrolls smoothly in all four directions — very impressive. You're equipped

Novagen
Price:
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A **Commando** *clone or something more sinister?* *Turn to The Last Word . . .*



with only a gun that fires what looks like pingpong balls and a limited number of smart grenades. But you can get more blasting power by picking up various items along the way.

For example, picking up the tommy gun icon gives you more firepower, whilst the shoes make you move quicker. There are also a few 'energy' emplacements which give you more lives. By the way, these aren't marked on the map so you'd better keep your eyes peeled.

You can also gain protection against the enemy's bullets by acquiring a shield. The process works like this: do away with enough nasties and a star appears. Gathering the first three steadily increases your firepower whilst the fourth gives you a temporary invincibility shield. The shield works just fine until you lose a life, and then you're back to basic weaponry.

Graphically, *Battle Island* is little different to *Commando* and its clones. But it does give you some variation in scenery, vast expanses of chequer board squares, electrified fences, a realistic coastline etc. And the installations are clear and easy to spot. Each one is entered by a gate that opens and shuts automatically as soon as you stand in front of it. Sound is OK. You hear various nasties before they appear, like the trundling tanks or the whistling grenades.

Since there's so much looking at the map to be done, a Pause key is thoughtfully provided. You'll use this often to get your bearings. For a quicker idea of where you are, you can glance at the middle one of three panels at the bottom of the screen. This shows your location on the map and the location of the nearest bridge part. The left panel shows your score and the number of smart grenades left, whilst the right panel displays your lives situation.

Battle Island is by no means original but it does provide many hours of strategic blasting, though the cheapo graphics and feel may detract too much for the perfectionists among you.

Bohdan Buciak

SOUND	**41%**
GRAPHICS	**39%**
LASTABILITY	**46%**
PLAYABILITY	**42%**

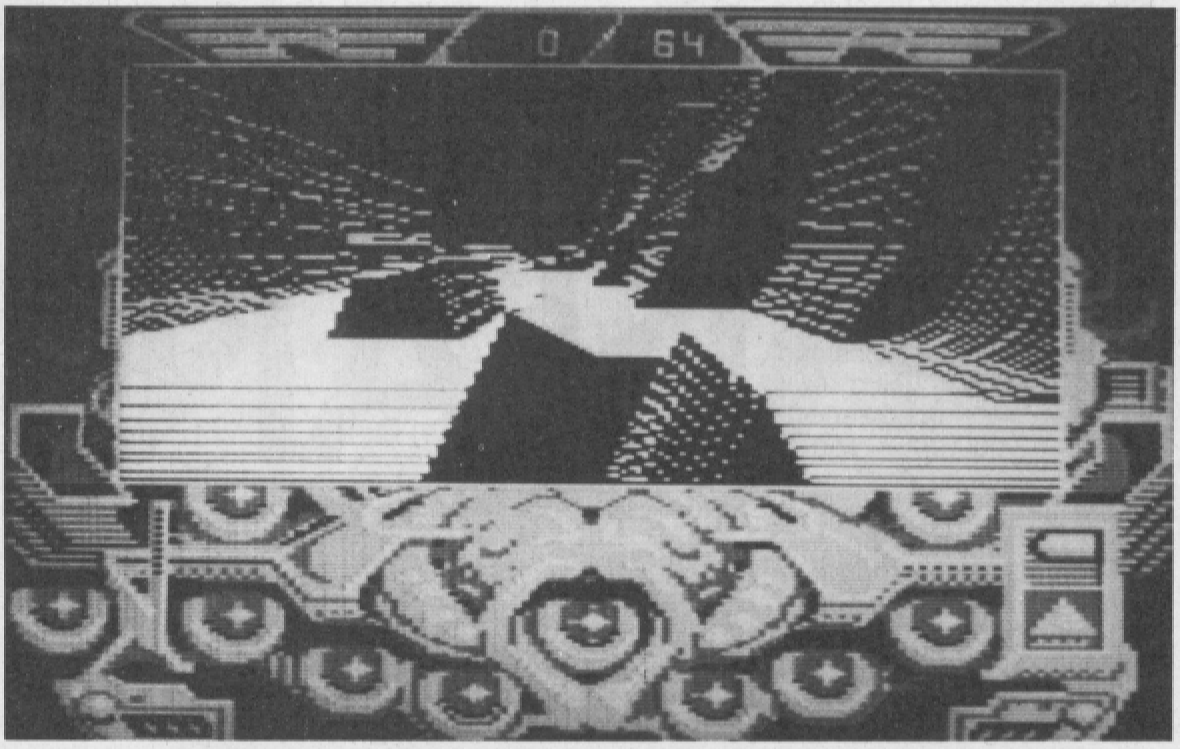
43%

CAPTAIN

Captain Blood is to the 64 games market what a breath of fresh air is the morning after a beanfeast. The easiest way I can describe it is as an adult space adventure. Now, by the word 'adult' I don't mean that it contains matter that is morally unsuitable. I mean that it's a game that requires a lot of thought, patience and a great deal of time. (Even so, the game is French, so expect a naked lady at some stage).

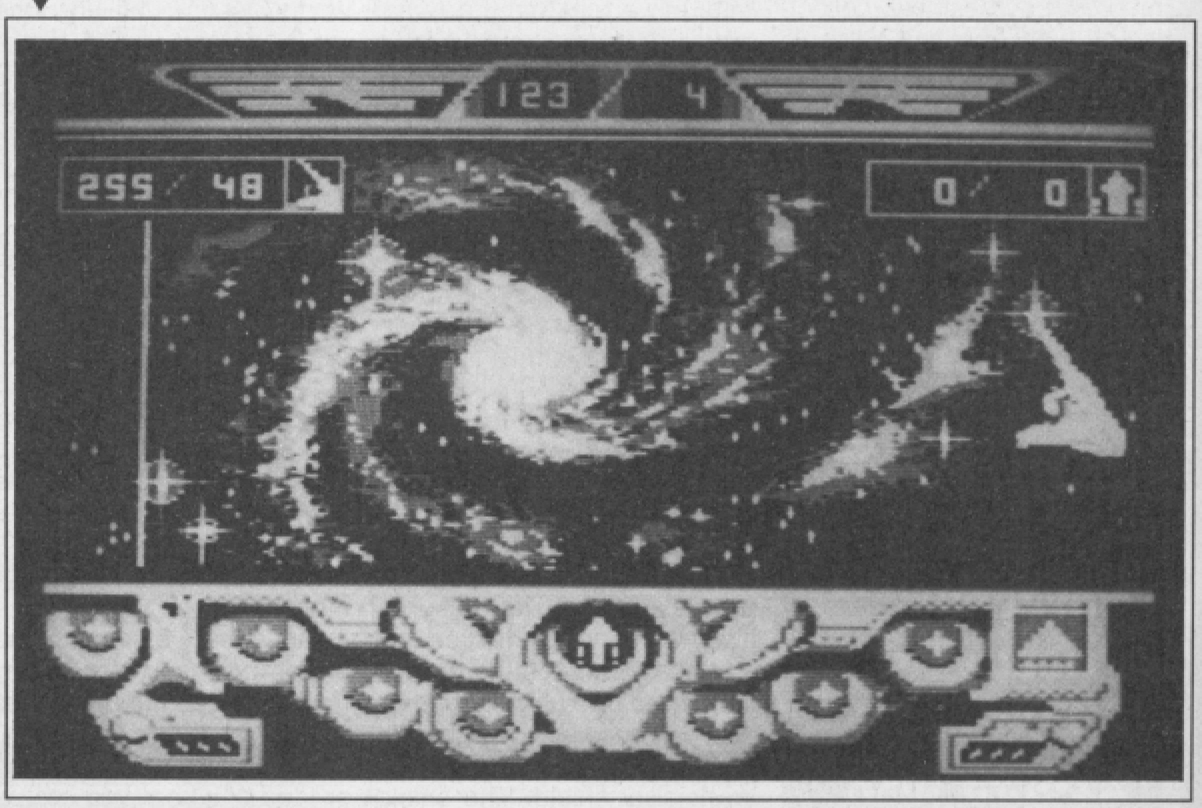
From what I gathered of my brief glimpse through the novella accompanying the game, the Captain Blood of the title is some sort of alien captain who has the gift of immortality, provided he has enough life juice — unfortunately, he's run out. You take control of him 45 hours (real time!!!) before his impending doom and have to find your way around the 32,768 different planets dotted around the galaxy in search of intelligent life forms that may be able to give you clues to the whereabouts of the life force so vitally needed.

The entire game is controlled from the flight deck of the Captain's spacecraft and you are treated to a glorious view of the inside of it. At the bottom of the screen is a row of 'eyes' and each one opens in a specific situation presenting you with an appropriate icon. Yes, the game is icon controlled, but wait till you see the pointer. Look at the screenshot somewhere on this page. See that grisly thin worn bony arm with the gnarled finger at the top?

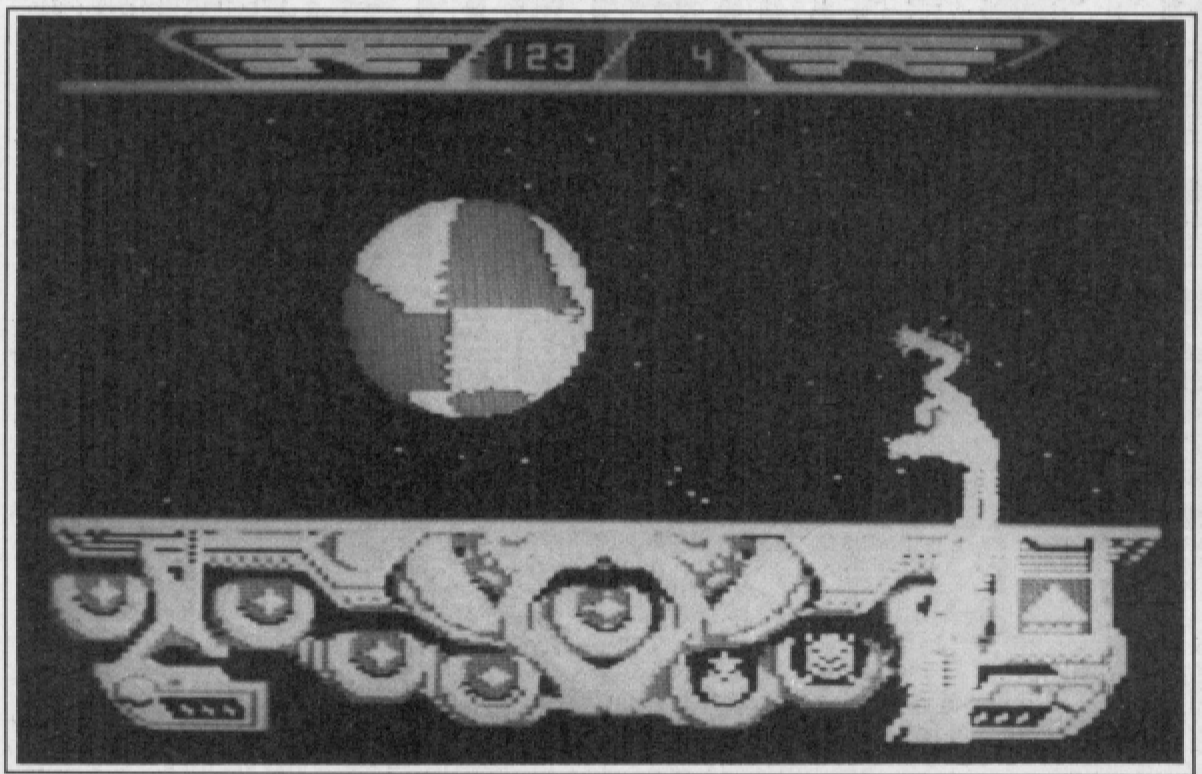


The end of the canyon — and not a soul in sight.

E.T. phone home.



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Doesn't he know it's rude to point?

CU SCREEN STAR

BLOOD

That's it.

From around the flight deck, you can call up various screens. For example, if you have beamed up a creature then you can deposit it on another planet or simply disintegrate it, all at the point of a digit. You can call up an outside view of the planet you're orbiting and then blow it up or send down an Ooorx. (*An Ooorx?! — Ed*) Yes, an Ooorx. Finally, you can pull up a starmap and select another planet to fly to, but baby this knocks the socks off the galactic maps in *Elite*.

So, you've got to your planet and you're dying (no pun intended) to get down their and have a closer look. What now? Well, this is where the Ooorx comes in. Described by the authors as (to be read in a disgustingly 'Allo-allo' mickey-take of a French accent) 'missile-fish'. What it does is desend to the planet in question and fly around in search of life, all under your control. Done rather like a flight simulator, and with some of the fastest vector graphics I've seen on the 64, all the mountains, valleys, canyons etc are portrayed in glorious outline-o-vision, and dead effective it is too.

The life I spoke of earlier is found (if there is any) at the end of a long canyon which every planet has. This has to be found and negotiated whilst avoiding walls and missiles. Some of the planets have defence systems and the only thing you can do when you see a missile coming at you on your scanner is to cut all speed and drop down low until the missile passes.

When you reach the end of the canyon, the Ooorx automatically slows to a halt, and then the computer fills in the vectors, so you end up with a very lunar looking picture. If you're lucky, a being will now pop up and start a conversation. This is where it gets tricky.

As in real life, there's a knack to having a good conversation. The only problem in speaking to an alien is that it probably doesn't understand English, so it's out with the handy translator. As the alien speaks, a row of icons appear at the bottom of the picture, rather like subtitles, and it's by running your finger along these that you decode exactly what the alien is saying. Then, when you've discovered what it wants, answer back by selecting icons from a scrollable display at the bottom of the screen.

One of the things I haven't mentioned yet — since most people will have already spotted it on the screenshots — is just how attractive the game is. From the beautifully defined interior of the ship, to the incredibly effective planets right down to the cute and loveable aliens, there is very little that hasn't been converted directly from the 16 bit versions.

Sound is great too, with atmospheric thrusting noises during hyperspace and the Ooorx flight, not to mention the various grunts and moans emitted by the alien forms.

Definitely one of the closest conversions ever, this is deserving of any 64 owner's attention.

Tony Dillon

AMIGA	£24.95
The scenario will be the same as all the other versions, but Infogrames tell us the Amiga version will use the full capacity of the machine by providing more and better sound effects and classier graphics, particularly in the destruction of the planets. It's due for release on Oct 20th.	

SOUND	75%
GRAPHICS	91%
LASTABILITY	80%
PLAYABILITY	88%

90%

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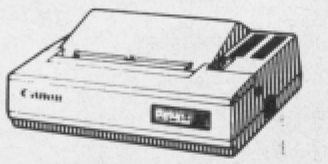
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This one's definitely more chewy than Barrow-In-Furness bus depot.

THE MUNCHER

"The Muncher is a bit similar to the coin-op *Rampage* isn't it?"

"Which coin-op?", said the man from Gremlin.

"You know, the one with the gorilla that goes around pulling down buildings and eating people."

"Oh, that one"

"Yes that one"

In other words they might look similar, but then one space trading game looks much the same as another and if you take two games which both feature a monster, tall buildings and short people…

So, *The Muncher* has nothing to do with *Rampage*.

Now a word from our sponsor. Chewits are chewier than a twenty storey building. Who's going to swallow that one? What am I talking about? Well, the monster in the Chewits TV ad and 'The Muncher' are in fact one and the same. Details are in short supply, but there's some kind of deal whereby Chewit eaters can get enormous reductions on the game. As yet there are no plans to supply *Muncher* players with twenty storey buildings at special rates.

Now back to the game. The muncher stands there looking pretty gormless while small men with guns, tanks, armoured vehicles and helicopters take pot shots at him, seriously depleting his supply of energy. The ever versatile joystick gives the Muncher a wide range of counter attack options. He can reduce tall buildings to a pile of rubble with a few well aimed tail swipes and having thus reduced the buildings to scaleable proportions he can then leap them in a single bound, as they say, or start climbing up the walls.

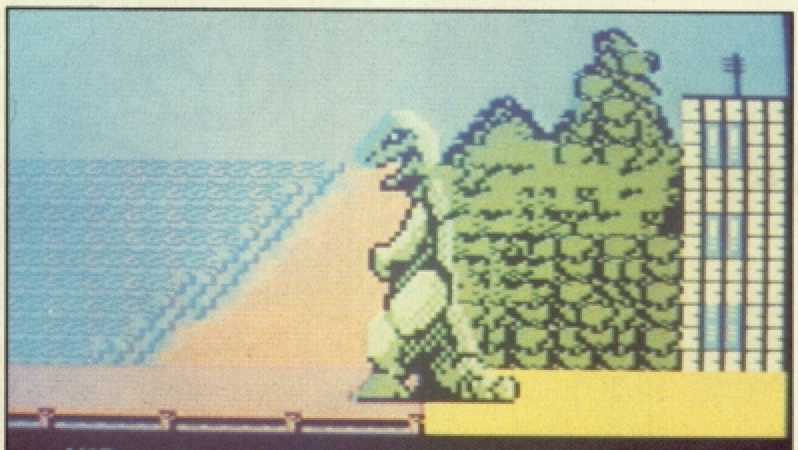
Similarly destructive things can be done to people. You can jump on them from a great height, scoop them up for a tasty snack, breath fireballs at them or, if you're not in the mood for it, simply run away. Airborne things can be brought down with fireballs, or for a bit of extra excitement you can jump up in the air and sink your teeth into them.

There are three stages in the game: the Beach, Nintendo Park and the Army Base, which are completed by getting from one end of the scrolling landscape to the other without dying in between. Things get more difficult the further you progress, and if you manage to reach the end you get to fight it out with another ugly looking prehistoric beast in true King Kong v Godzilla style.

Despite all that the game is not what you'd call enormously difficult. In other words it's quite easy. It's intended, I would say, for novice-demolishing-people-eating prehistoric monsters and not old hands at the game.

Ken McMahon

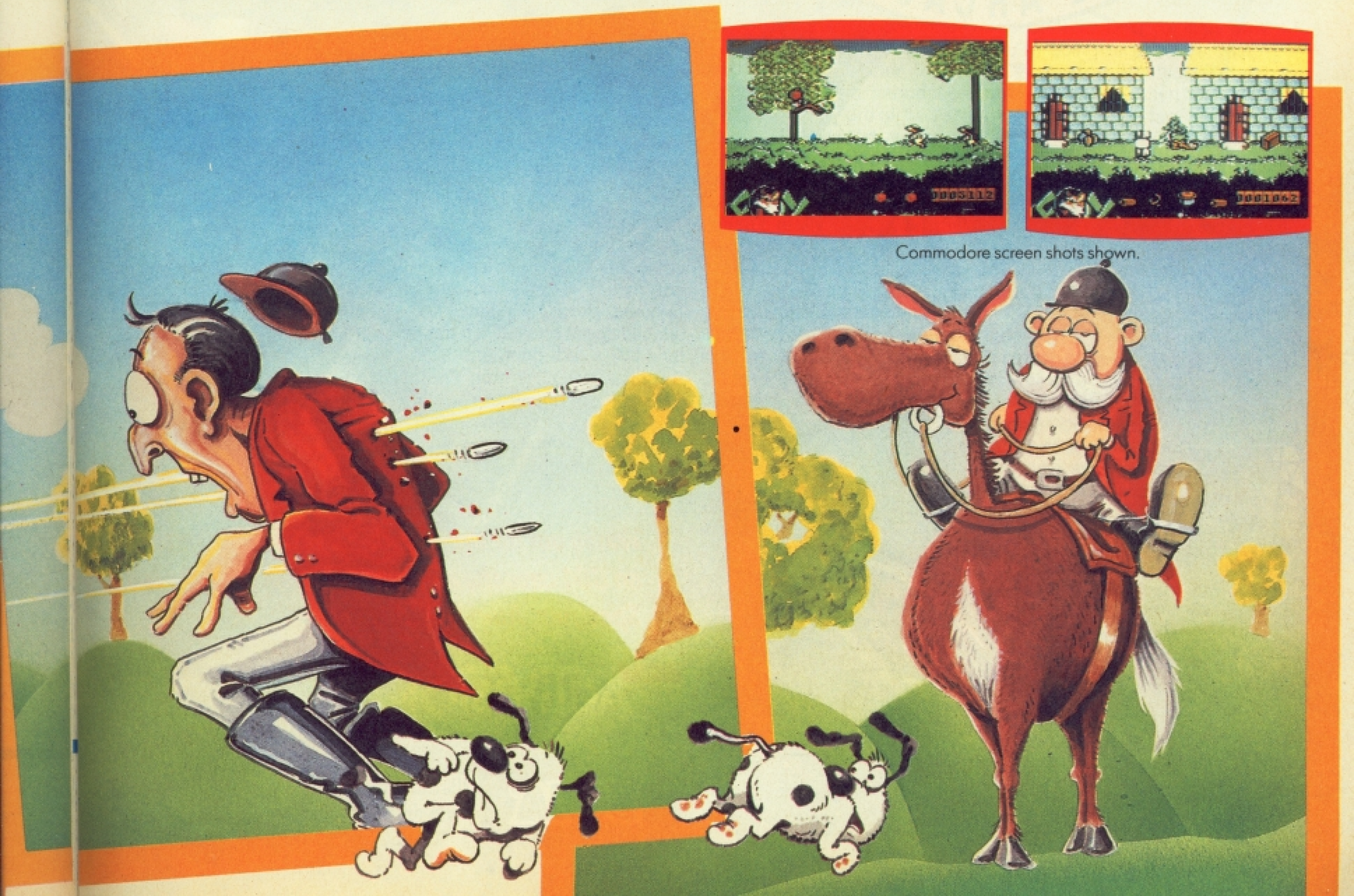
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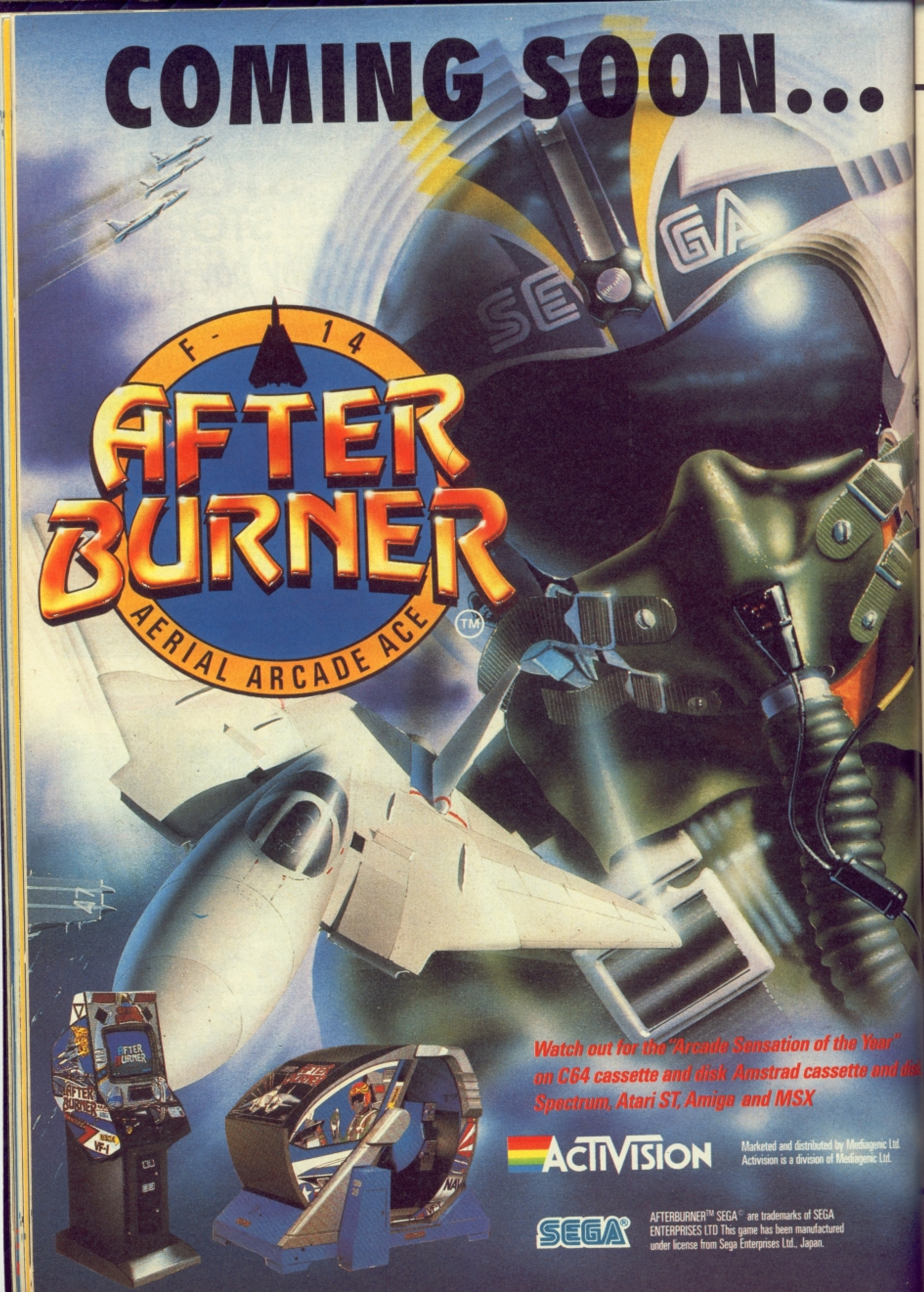
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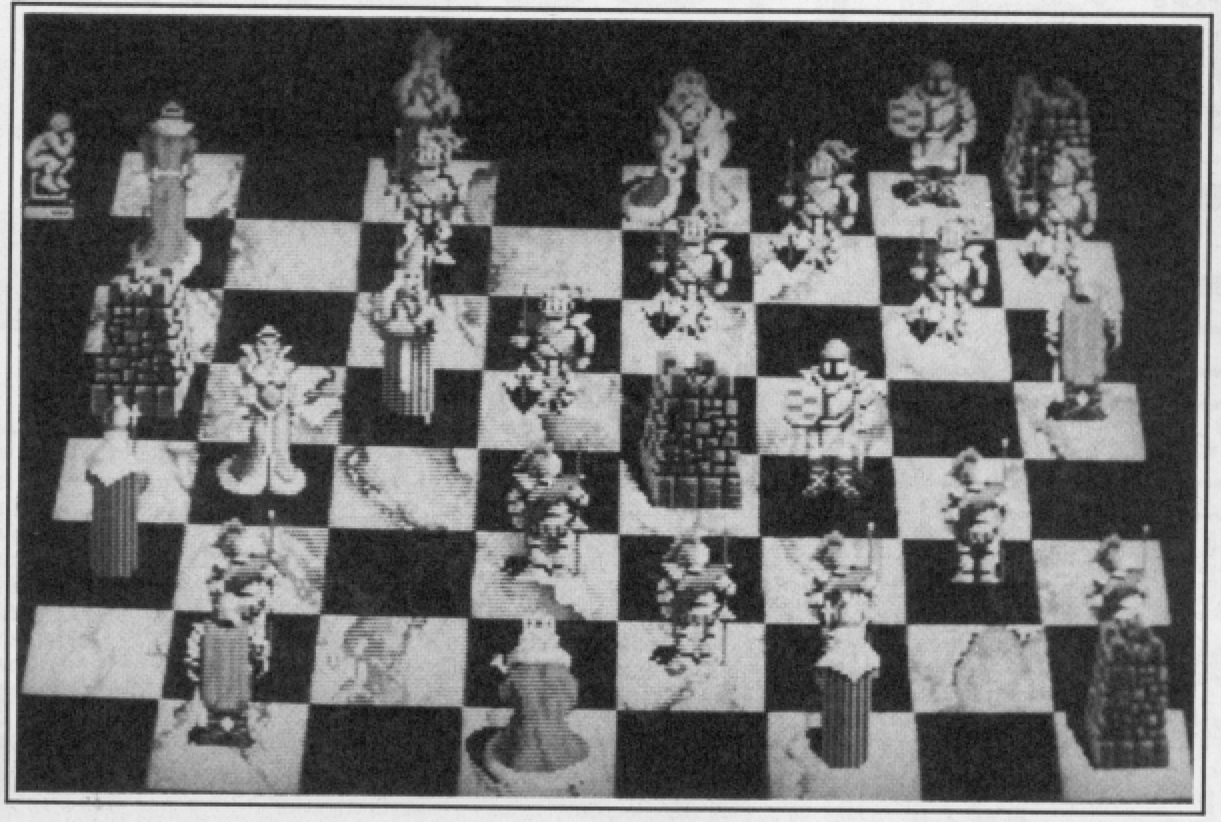
SOUND:	**53%**
GRAPHICS:	**65%**
PLAYABILITY:	**77%**
LASTABILITY:	**60%**

65%



Commodore screen shots shown.


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BATTLECHESS

Chess has always been considered an ideal game for a computer. It has the logic to make all the right moves, is completely unbiased, doesn't mind waiting while you think for hours on end and is always willing to tell you what your best move is.

There have been a lot of them, but for some strange reason, none of them have been remarkably successful, except maybe *PSI Chess* on the Spectrum, but that was mainly due to its large, hi-res representation of a chess board in 3D. *Battlechess* takes that 3D element, and takes it one stage further.

Battlechess is so called because the game you play isn't so much the relaxing pastime originally thought up by those incredibly clever Chinese people, but a war between the two sanctions of Blue and Brown sets of pieces in the familiar Isle of Lewis set.

The obvious attraction to this game is the fabulous graphics. Large, sharp and very colourful, every piece is both distinct and recognisable. The one thing that a still shot can't portray is the action. It changes the standard chess terminology of 'Pawn takes Knight' to 'Pawn takes knight by kicking him hard in the groin'. You see, every time you make a move, the piece currently under control comes to life and walks to the chosen destination square). The knights, with their 'jump to square' moves, simply barge everyone out of the way in an effort to get to where they want to go. The queen glides, bottom waggling sumptuously, and the rooks (my favourite) transform from small castles into large rock giants reminiscent of Ben Grimm, stomp to their square, and transform back, all in three loads. Yes, unfortunately, rather than store the graphic sequences in memory, they are all held on disk, each loaded in when necessary. This does slow the game down quite a lot, but as this is a chess program, it doesn't really detract all that much.

The combat sequences are the best thing about this game. There are at least three sequences for every different kind of capture in the game (Pawn-Pawn, Pawn-Queen, Queen-Pawn etc) and each one is guaranteed to bring at least a smile to your face, if not a little chuckle or two. The Pawn kicks the Knight in the family jewels to stop him galloping. The Knight freezes, drops his shield, turns to face out of the screen with his hands on his afflicted area, moans, and collapses stiffly (very much like our own Editor when he had an accident while putting on his expensive leather jacket. I won't go into details, but it involved the jacket swinging and a large amount of change in the pocket).

The King's attacks are the best, however. For example, he pulls a gun on the bishops, gives a bomb to the knights, and hits the pawns with a set of nunchukas. All accompanied by some great sound effects.

Sooner or later, of course, you're going to get tired with all these nice graphics. What are you left with then? Fortunately, an excellent chess game, full of options (which are accessed by a drop-down menu in the shape of gilt scrolls, complete with accompanying cherubims, wings flapping like crazy!) Ten skill levels — enough to challenge any Grandmaster, complete configure board options, load/save game, 1 player, 2 player, 0 player or even Modem play as well as a full hint facility and the option to take back any number of moves, right back to the start of the game.

Maybe as a chess program, it's not the best ever on the Amiga, but it's definitely the most interesting and certainly the most fun.

Tony Dillon

Electronic Arts
Price: £19.95

GRAPHICS:	**93%**
SOUND:	**84%**
PLAYABILITY:	**86%**
LASTABILITY:	**81%**

85%

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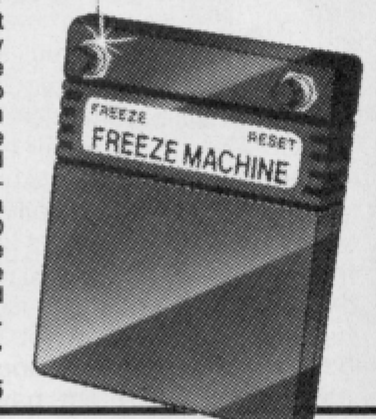
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Licensed to fail?

LIVE AND LET DIE

Live and Let Die is yet another James Bond release that should qualify for double-oh zero.

The exact background of this game is confused but, as TLW made clear last month, it did originally belong to Elite (their logo remains splashed all over its loading screen) and it bears more than a passing resemblance to *Buggy Boy*.

Once again you are cast in the role of JB in a game which, unsurprisingly, bears little resemblance to the film. This is a shame since there is enough variety in the average Bond film for a dozen games. Anyway, this one's water flavoured.

A paltry serving of four missions is offered up, three training and one 'for real'. The easiest (pseudo) mission is target practice on the British waterways, so you head off in your boat loaded with unlimited fuel and missiles and plug as many targets as possible within a set distance. No real threats here apart from rocks. When you complete this you can go training on a river in the Sahara desert(?). This time with added aqua mines, torpedo launching helicopters and other boats. Polar training is the third training mission but there's little difference to the Sahara one.

Your boat is armed with a machine gun and missiles, as well as a limited amount of fuel which is constantly drained. When you die, those few seconds of immobility waste a fair amount of fuel. Not surprisingly, extra fuel can be collected on the way: red pods give a small amount of fuel, silver nearly half a tank, green tops up your missiles as well as the fuel tank, and the yellow pods fall off the back of the boat and should ideally be avoided.

Had this game been set on land it would be an exact cross between *Road Blasters* and *Buggy Boy*. Take for instance the slopes which you can expertly guide your boat up to avoid difficult obstacles, the logs which bounce your boat into the air, or the gun turrets placed on the river bends. Sound familiar?

Once I had mastered the rudimentary control and tactics I decided to quit beating around the bush and go straight for the jugular in the final mission in New Orleans. The scenery this time was green in preference to sandy yellow but otherwise basically the same. After a while each game was taking me ten minutes and there was still no sign of the elusive Mr Big and his cocaine racket, so I did the decent thing and pulled the plug on the game.

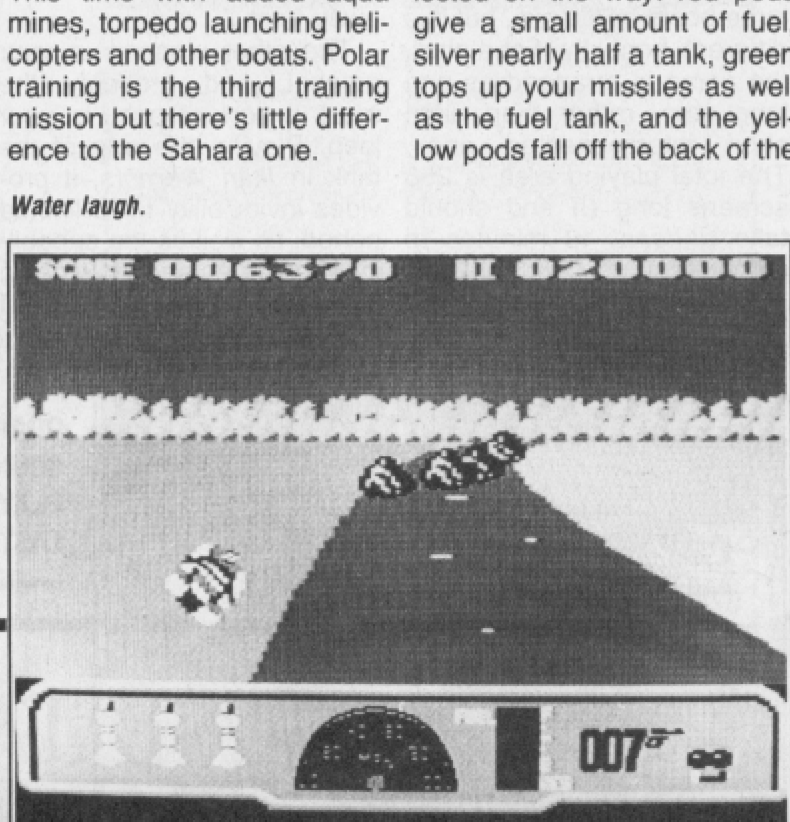
The onshore scenery generally is a picturesque mess with the puce green palm trees lining the canals of England and an apparently buildingless New Orleans. The sprite enlarging is actually better than I expected with a few more updates than some games I could mention. In passing I also have to point out the omission of the Bond theme or the Wings' *Live and Let Die* toon as well.

Poor old Cubby Broccoli must be turning in his grave by now (*but he isn't dead! — Ed*), so please lads do the guy justice and release a decent Bond game.

Mark Patterson

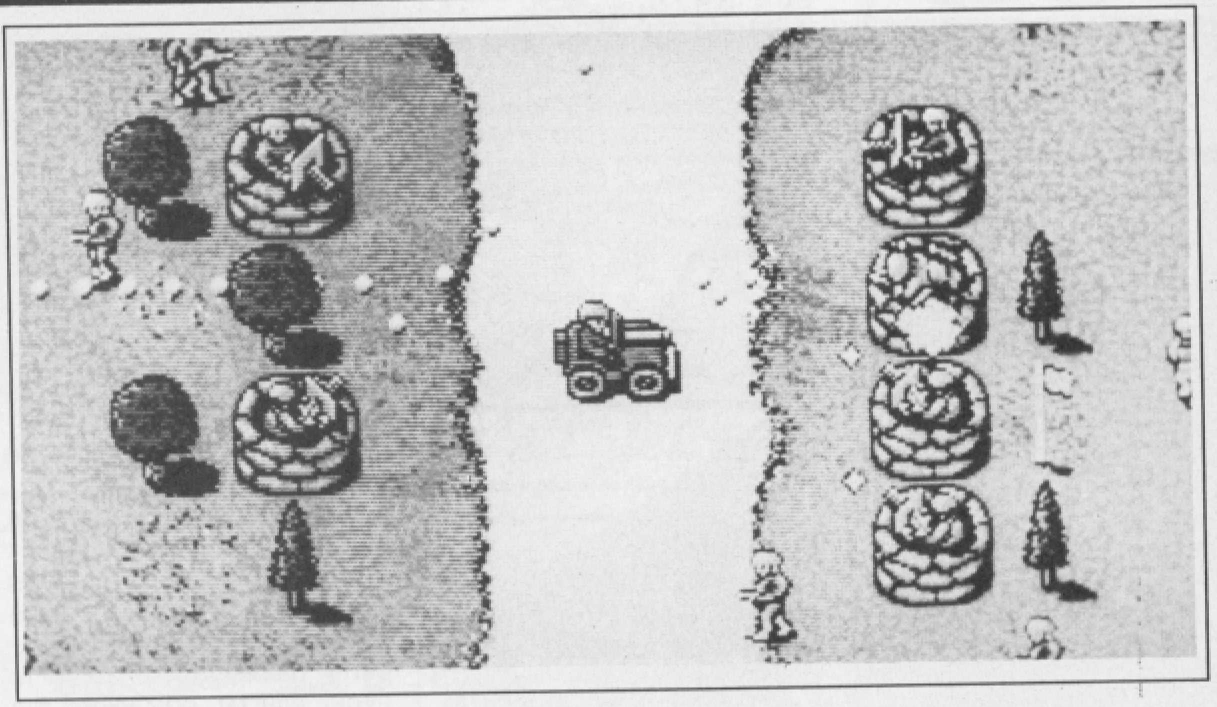
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Water laugh.



GRAPHICS:	54%
SOUND:	69%
TOUGHNESS:	60%
LASTABILITY:	67%

62%



FERNANDEZ MUST DIE

Fascist dictators, who needs them? Probably the worst of the lot is Fernandez, a ruthless, mindless killer who has stolen and secured a large strip of land and called it his. He didn't ask for it or anything; he just walked right in, looked around, said 'this is nice, property is theft, this is mine', and that was that. He doesn't fool around though. The only reason that the land hasn't been snatched back is because it is now patrolled by large forces of enemy soldiers, tanks, gun emplacements, gunboats, traffic wardens and Salvation Army recruits — a formidable opponent indeed.

Set along this strip of land are eight enemy bases, each of which contains an official personage, there to oversee his own little bit of entrusted land. The scene is set; cue Harman — crack commando and all-round hard person, who acts as the seven samurai, all rolled up into one.

Though the games have the same title and plot, *Fernandez Must Die* on the Amiga is almost a totally different game to the 64 version. Granted it's a vertically scrolling *Commando* variant and has the option of riding in a jeep, and has large boats and tanks, but it is different, honestly. For a start, the game is arranged as one long strip, rather than eight short interconnected ones. The total playing area is 256 screens long (!) and should take *at least* 40 minutes to complete.

You are armed with a variety of weapons ranging from a standard rifle, for taking out the enemy soldiers that randomly wander about the place, to a missile launcher, for the biggies, such as tanks and boats. You also carry a limited supply of dynamite, for blasting open the doors of the buildings that are scattered about the luxuriously green landscape, such as armouries, houses with safes in them (which can also be blown open with dynamite — rewarding you with an extra life.) To activate the dynamite, just touch a door, and then run away from it.

The other weapon in your arsenal, and probably the most important one, is your jeep. Playing the role of the tank in *Ikari Warriors*, it provides invincibility for a limited period, as well as the capability of being able to mow down the enemy soldiers. Plus, of course, it's a lot quicker to get around. Unfortunately, it's only temporary; take too many hits and your bonnet goes up in flames. It is best advised to get to the nearest garage (of which there are a few dotted about) and drive through the handy carwash to extinguish the flames, as well as giving you a full weapons refill.

The graphics are pretty nice, though maybe a little on the small side. Detailed and colourful, there's no trouble distinguishing between objects. The best bit graphically that I could find is when your man gets shot, he spins and falls to the floor, blood pumping from his wounds.

Sound isn't too bad either: lots of the usual machine gun type noises, coupled with an 'argh' or two emitted by the guards as you introduce the front of your jeep to their head.

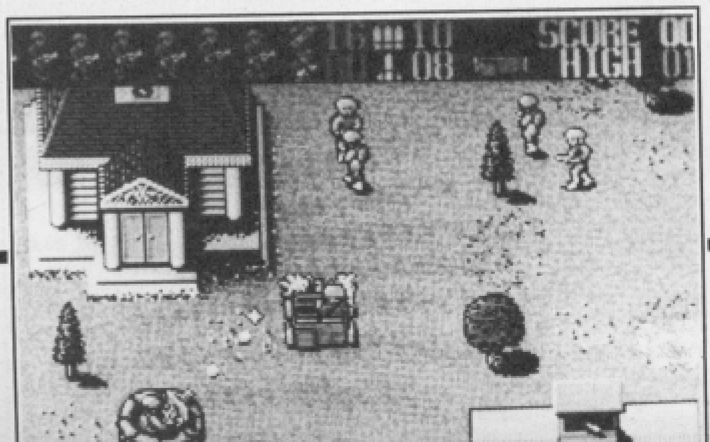
Playability is where this game falters slightly. It's very hard to get the jeep to about face, and on top of that, you can walk through the edges of the buildings, drive your jeep under closed barriers and walk through the enemy. But that's just being picky.

Fernandez Must Die is a good little game, but it doesn't really add anything to the mounting pile of Amiga innovations. The Amiga is a young machine, and its limits haven't even begun to be reached. Shouldn't programmers be going for something new?

Tony Dillon

Image Works
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Darling, I'm ho-o-m-e!!



GRAPHICS	78%
SOUND	72%
PLAYABILITY	47%
LASTABILITY	62%

68%

A2

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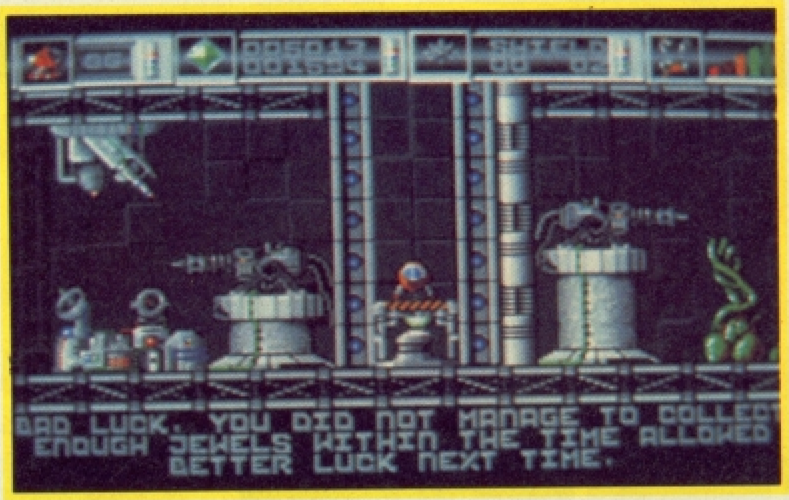


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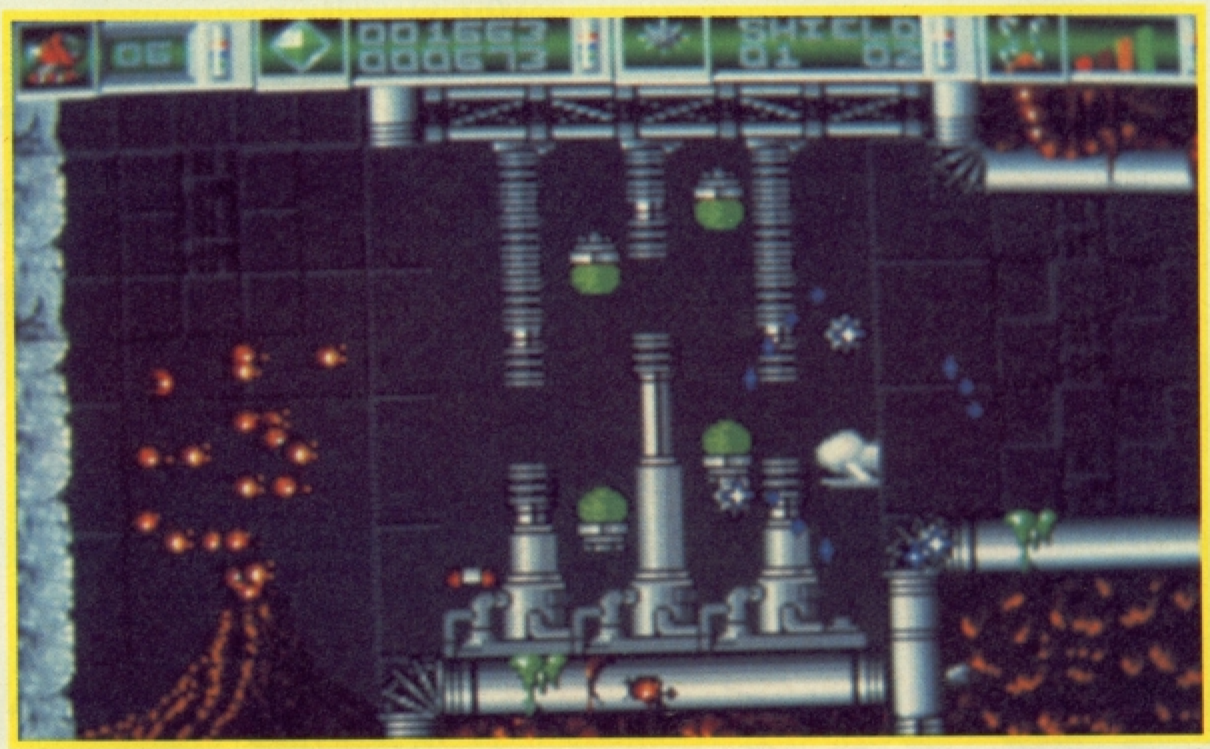
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CU SCREEN STAR



You made it to the end of a level, but didn't collect enough jewels to merit a bonus life.

CYBERNOID



Following hot in the vapour trails of *Zynaps*, comes Hewsons' latest Amiga product, the conversion of the classic Spectrum shoot 'em up, *Cybernoid*.

Originally designed by Raffaelle Cecco, *Cybernoid* follows the fate of a lone mercenary pilot sent by the Federation to retrieve valuable minerals, jewels and weaponry stolen by marauding space pirates.

Strapped into the high-tech fighter Cybernoid, the pilot begins his mission in the pirates' subterranean fortress, which is set over 150 flick-screen locations. Each screen presents its own brand of danger, including massive gun emplacements, alien growths gobbing out missiles, and, of course, pirate ships with guns a-blazin'.

The Cybernoid is armed with a single blaster, and one up the exhaust port is enough to scupper any flimsy old pirate ships in the vicinity. In fact, the renegade spacers would have been better off sitting in the cargo containers, since these survive the blast and fall to the ground intact. The goodies contained therein are simply collected on contact with the Cybernoid, and stored in the hold, ready to be sent back to the Federation.

Stolen weaponry and ammunition packs are scattered through the caverns and are similarly collected to boost the Cybernoid's armoury.

In addition to blasters, the Cybernoid also boasts bombs, impact mines, defence shields, bouncing bombs and seeker missiles, which are selected via the function keys and initiated by holding down the fire button. This array of doom can be supplemented by collecting a rear-facing blaster and up to three rotating multiples, which are extremely attractive to look at, and particularly effective against anything stupid enough to get in their way.

At the end of each level, special depots appear whereupon the Cybernoid lands in safety and the valuables collected so far are beamed back to the Federation. If enough valuables have been gathered, an extra Cybernoid ship is awarded; if not, the pilot has to battle on with his remaining stock of hardware.

This Amiga incarnation offers more for the incompetent amongst us, in that it's a LOT easier to play — but don't worry: to make up for this apparent deficit, Hewson assure me that the fourth level is a pig! And it's around 80 screens long, providing more than enough game to keep most Cyberfans blasting well into the early hours.

On the aesthetic side, *Cybernoid* isn't quite as impressive as it should have been. The background graphics are a bit repetitive, and some of the sprites are unimaginative to say the least. Still, there are some decent sampled sound effects to add to the atmosphere and, more importantly, the gameplay has been tweaked just the right amount. The earlier eight-bit faults have been ironed out and *Cybernoid* now provides even more of a challenge than did its inspiration. It's certainly had more than its fair share of attention in the office this month. Now then, where's *Cybernoid II*?

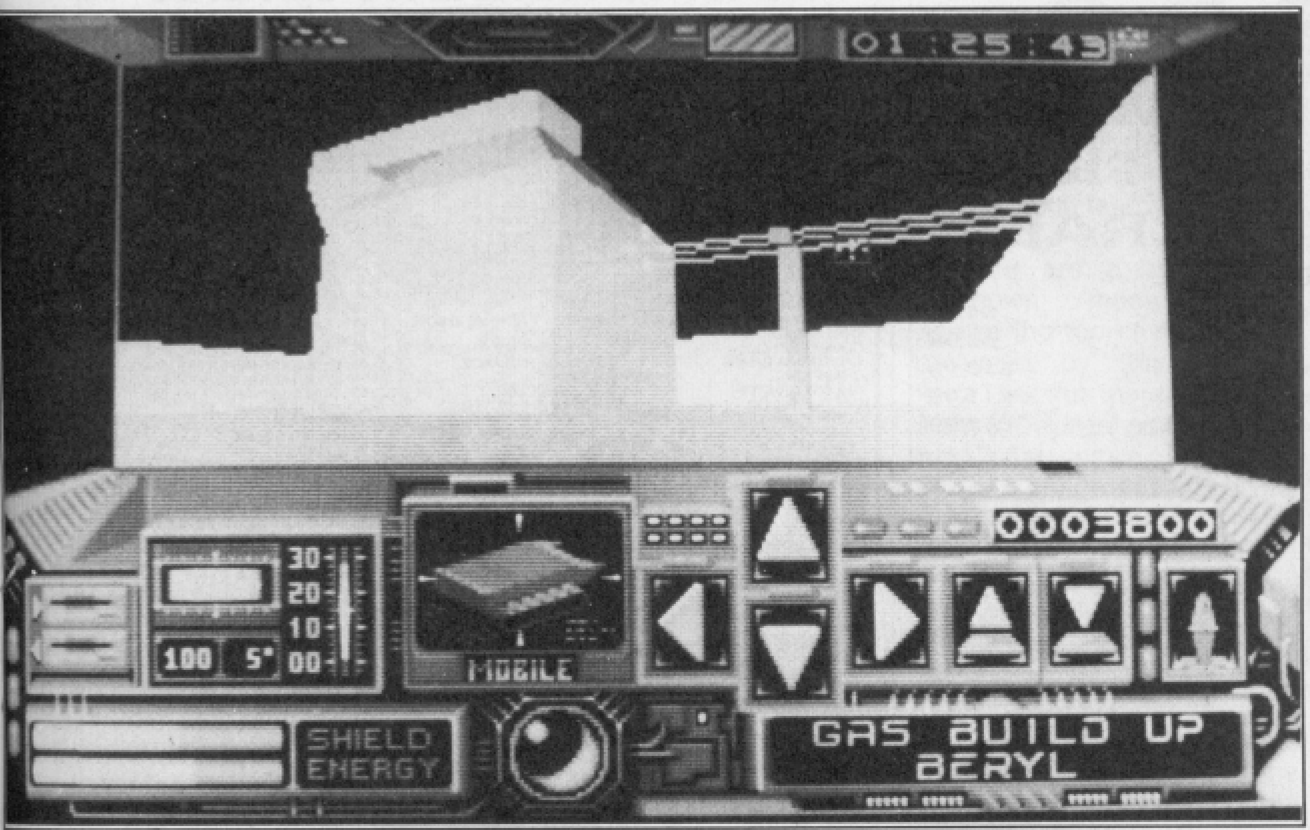
Nick Kelly

Hewson
Price: £19.95

SOUND	**68%**
GRAPHICS	**55%**
LASTABILITY	**89%**
PLAYABILITY	**92%**

87%


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Shoot the power cables.

DRILLER

Since it was first conceived, *Driller* was wowed as *the* step forward in the direction of the game of the future. Claims of incredible realism and fast, smooth filled vector graphics made the world and his mother sit up and listen. Then the game was released. To be fair, the Spectrum version was pretty hot, but the C64 version left a lot to be desired. Finally, the Amiga version has appeared, and judging by the recent 3D competition to hit the 16 bit market (*Carrier Command, Starglider 2*), it had to be something pretty devastating.

For those of you who don't already know, the basic idea behind *Driller* is that the moon of Mitral (a moon of Evath, a recently human-colonised planet) is in danger of exploding, blowing Evath completely out of orbit and killing lots of Evathians. The reason for the moon's sudden liking to go bang is due to small pockets of gas trapped beneath the surface, which are now turning into big pockets of gas. You have to get up to Mitral and position a rig on each of the moon's 18 faces, the ultimate aim being to release at least 50% of the gas pressure on each one.

On each plane there are clues as to where you have to position a drilling rig. On the first screen, there is a big cross on the ground, so no prizes for guessing where that one goes. On later sections you have to shoot an object or change something to find out where the rig goes.

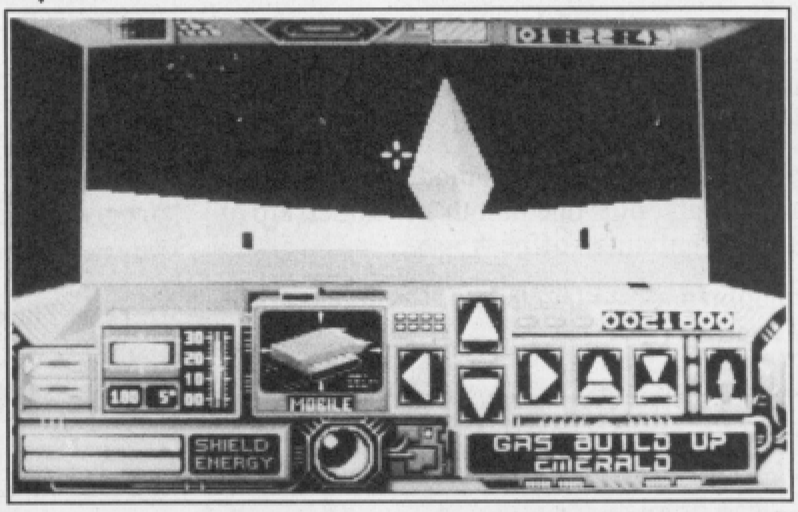
But does *Driller* take advantage of the Amiga's superfast graphics capabilities and wide choice of colours? Does it stretch the machine to its limits? The answers are, in corresponding order, no, no and no. The only differences I can find between this and the 64 version are that this version is faster and the vectors are finer. When I say faster, it's still only about the same speed as *Mercenary* on the 64, with the same vector graphics system. By that I mean that it uses straight, vanishing point vectors rather than curved vectors, which gives it a flat look and very little feeling of distance.

Sound is nothing above average. The same old usual blasting noises coupled with a hum here and there.

It's a shame, really. *Driller* could have been such a good game, had the programmers tried to write it for the Amiga, and not done a simple conversion of all the other formats. After all, who wants a Spectrum game on their Amiga?

Tony Dillon

A bad case of gas.



Incentive
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SOUND	**42%**
GRAPHICS	**59%**
LASTABILITY	**48%**
PLAYABILITY	**59%**

56%

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ROY OF THE ROVERS

Anyone remember Roy of the Rovers? He's one of those perenially young goodie, goodie footballers whose improbable net busters always save the day despite him being somewhere in his late fifties. Personally, I admire the likes of Paul Davis and Vinny Jones, upholders of the true footballing spirit.

Gremlin's game is really two games in one. The first and more substantial bit is an animated adventure. The second game, a five-a-side football sim, is very much less substantial and looks as though it's been bolted on simply to justify the 'footballing' expectations of any punter who digs deep for it. Without it Roy of the Rovers could have been anybody. Maybe a car salesman?

For what it's worth, I'll let you in on the scenario. Apparently, Roy's teammates have been kidnapped before the Big Match (*why doesn't that happen to West Ham? Ed*). Roy's task is to find all ten of them before it's too late and the promoters pull out. Presumably this means Melchester FC will become a Shopper's Paradise hypermarket (just like Stamford Bridge).

You control Roy with your joystick, wandering through the streets of Melchester, exploring the streets themselves and any buildings you can get into. You can stop and talk to various people, in the hope that they'll give you a clue. As you'd expect, various useful (and useless) objects are to be found and picked up. These, if you get the right ones, should enable you to rescue your teammates from captivity.

There are a set of four pull-down menu options across the top of the screen, activated by the Function keys. The first menu gives you a set of physical options: walk, run, chat, smile and fight. There's also a set of options for picking up, putting down and using any objects you've collected. You can go home (where you'll find more objects), visit your mum or just rest to gain more energy.

Although the gameplay is well implemented, the interminable wandering round the streets gets pretty boring and you need to do a lot of it to find you where various places are. There are some nasty tricks lying in wait though.

Like these two. Go into the police station (on Lettsby Avenue) and they'll merely detain you for questioning and lose you lots of time. Here's another. The bloke in the Kings Arms tells you to get some dosh together and meet another bloke in 25 minutes at the Farmers Arms. So you go home, get your wallet, and somebody mugs you on the way back. Apart from that lot, you'll come across people who pull guns on you or won't let you past etc. All in all, Melchester comes across more like the Bronx than anywhere else.

I'm sure there's a story to be unravelled behind all these going ons but I'm not sure if I can be bothered to find out. By the way, if you run out of time, you can sit back and watch a team of bulldozers make a right old mess of the lush Melchester FC turf.

Anyway, you're then transported into the 5-a-side football section which you only get to play in practice mode until you complete the first section.

Now the less I say about the footie bit the better — owing to the fact that it's completely naff. Most glaring booboo is the omission of goalposts. It looked to me as though the goalie had put down a pair of pumps. One consolation is that there's a one or two player option — that's if you can find somebody else stupid enough to play.

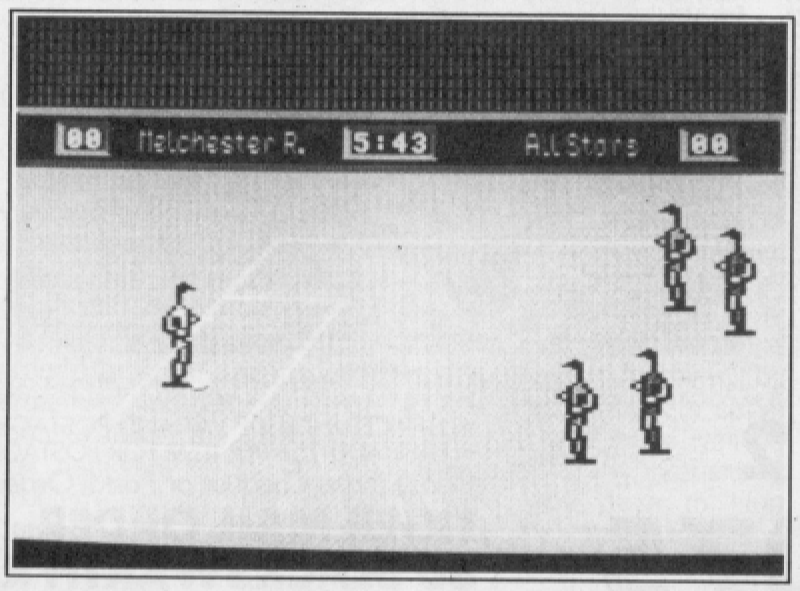
Don't be fooled by the name. If you're expecting an action packed football sim, stay away.

Bohdan Buciak

Anyone seen a football team?



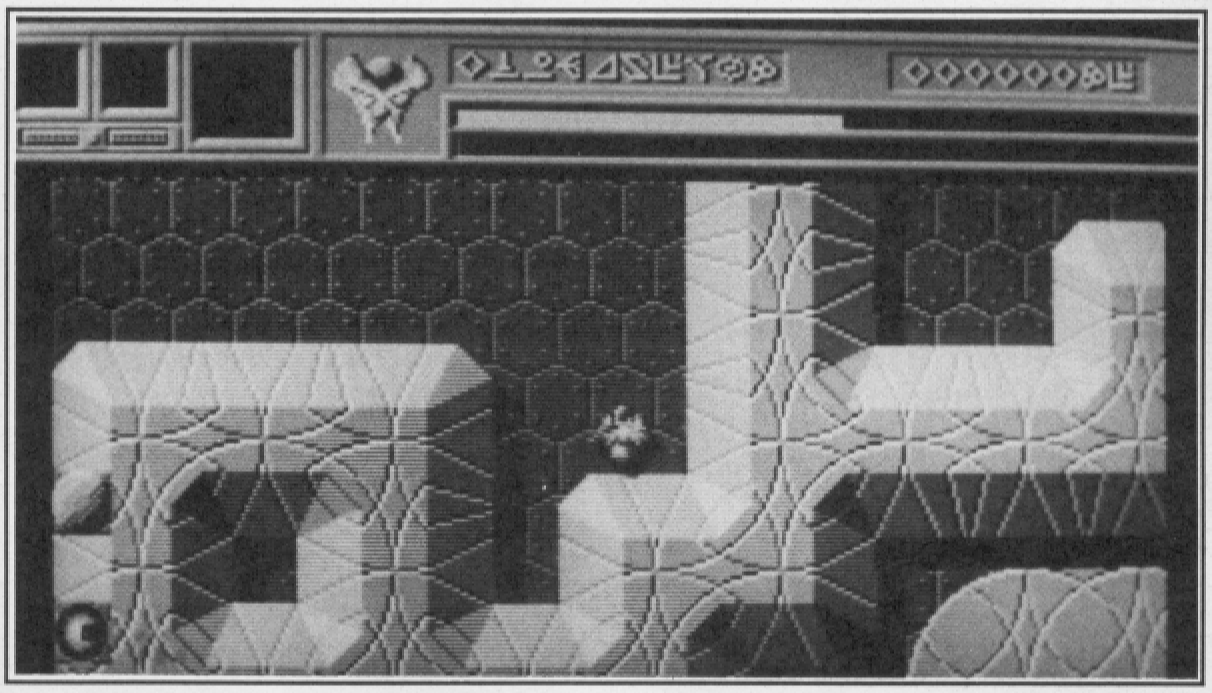
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Gremlin Graphics
Price:
£9.99 cass
£14.95 disk

SOUND:	**21%**
GRAPHICS:	**29%**
PLAYABILITY:	**45%**
LASTABILITY:	**35%**

40%



FUSION

The first thing I saw about this game that I liked was the first page of *Fusion*'s manual, which gives you a short sarcastic plot under the title of Not The Story ('The galaxy is under threat and only you in your very very small Trang fighter can save us…') and then goes on to tell you that *Fusion* is a game. Not a simulation of a futuristic sport, but merely a computer game with you playing it. Credit where credit's due, well done to the writer. Well, it made me laugh, anyway.

The idea behind *Fusion* is to traverse the many alien levels and collect all the parts of The Bomb, and then return to the start level and drop the bomb on the bomb square (recognisable because it looks like a bomb). To get to the other levels, you are going to have to do some puzzle solving.

You start on a metallic looking plateau looking out around the 360° scrolling landscape of large pylons, huge holes and alien vegetation. Pathways lead off the plateau into a mazelike series of connecting paths down to ground level where, somewhere, your ship is hiding. I say hiding because if you are more than a third of a screen away, it turns on its cloaking device, rendering it invisible to all and sundry. Which, as you can imagine, makes it a bit difficult when you cannot remember where you put it. The whole point of the ship is that you can fly around at great speeds over areas that you couldn't go 'on foot,' to survey the area and to get between levels. All the problem solving has to be done on foot, just like the old 64 favourite, *Parallax*. In fact, this game is very similar to *Parallax* in many ways, except of course for the ultimate aim and the bit about the scientists.

The problem solving comes in the guise of locked off areas and keys. The keys are represented by large rectangular blocks on the ground, with a geometrical shape in the centre of them, either red or green. The locks are smaller versions of the keys, set against a wall or exit to another level. To activate the key, you have to run over it by foot, and as it's usually set in the centre of a maze with no clear room for the mothership to land, you have to land outside the maze and find your own way in. Plus you can only activate one red and one green key at once, so you have to plan very carefully which one you select.

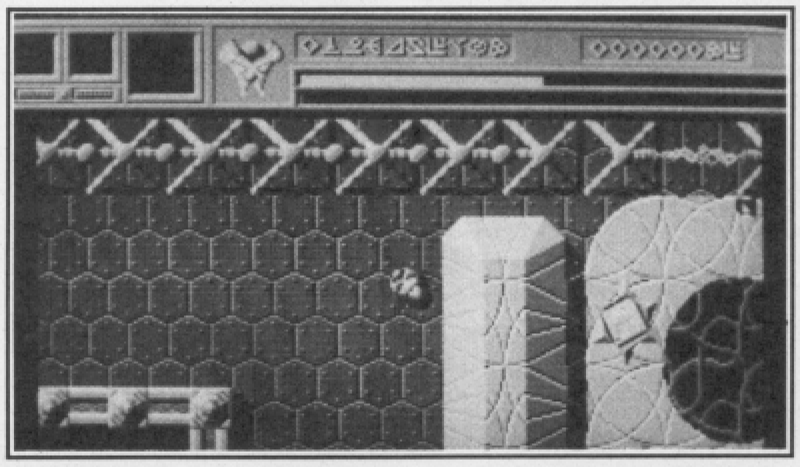
You are under constant bombardment by the aliens that populate the plains. Large balls roll in your direction, continually tracking you; gun emplacements pop up *Xenon*like and fire at you; homing missiles come after you all the time. There's just no getting away.

The graphics are really nice. Sharp and colourful. No-one could call the game unattractive. The scrolling isn't exactly smooth, but it does have a very nice parallax effect. Well, not exactly true parallax. The backdrop is two layer, with the rear layer only seen through holes in the front layer. The strange, but very pretty thing is, the rear layer scrolls slightly out of synchronisation with the front, so you get a terrific, if slightly weird, swinging effect.

Sound is quite nice, with a repeating tune all the way through. After a few hours, I can see how it might get boring, but then you can always turn it off.

There are two ways you can play *Fusion*. You can either play it as a straight, well balanced cross between frantic blasting and taxing problem solving, or you can take it as a straight shoot-'em-up. Either way, it's a damn good game.

Tony Dillon



Parallax ***style gaming comes to the Amiga.***

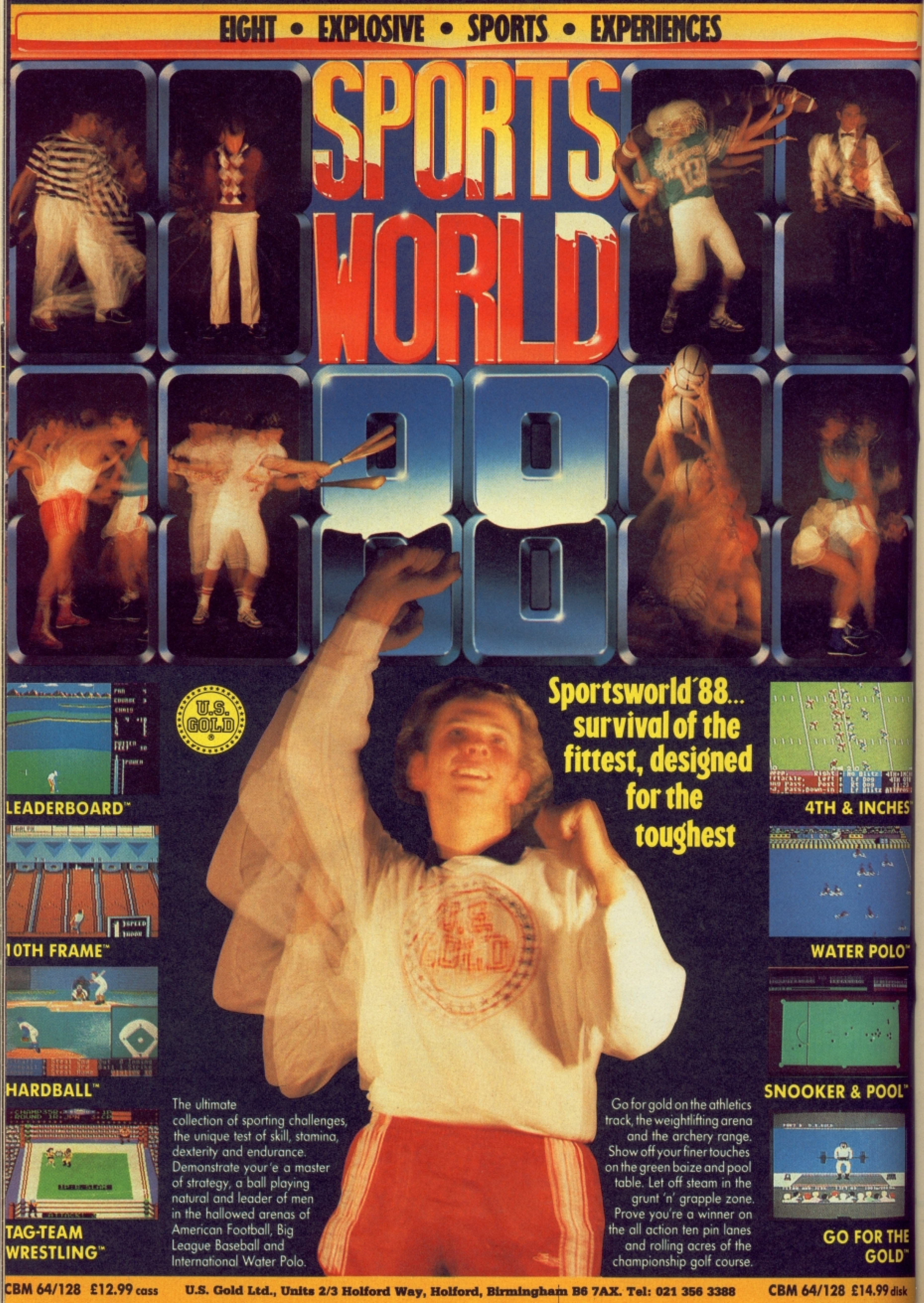
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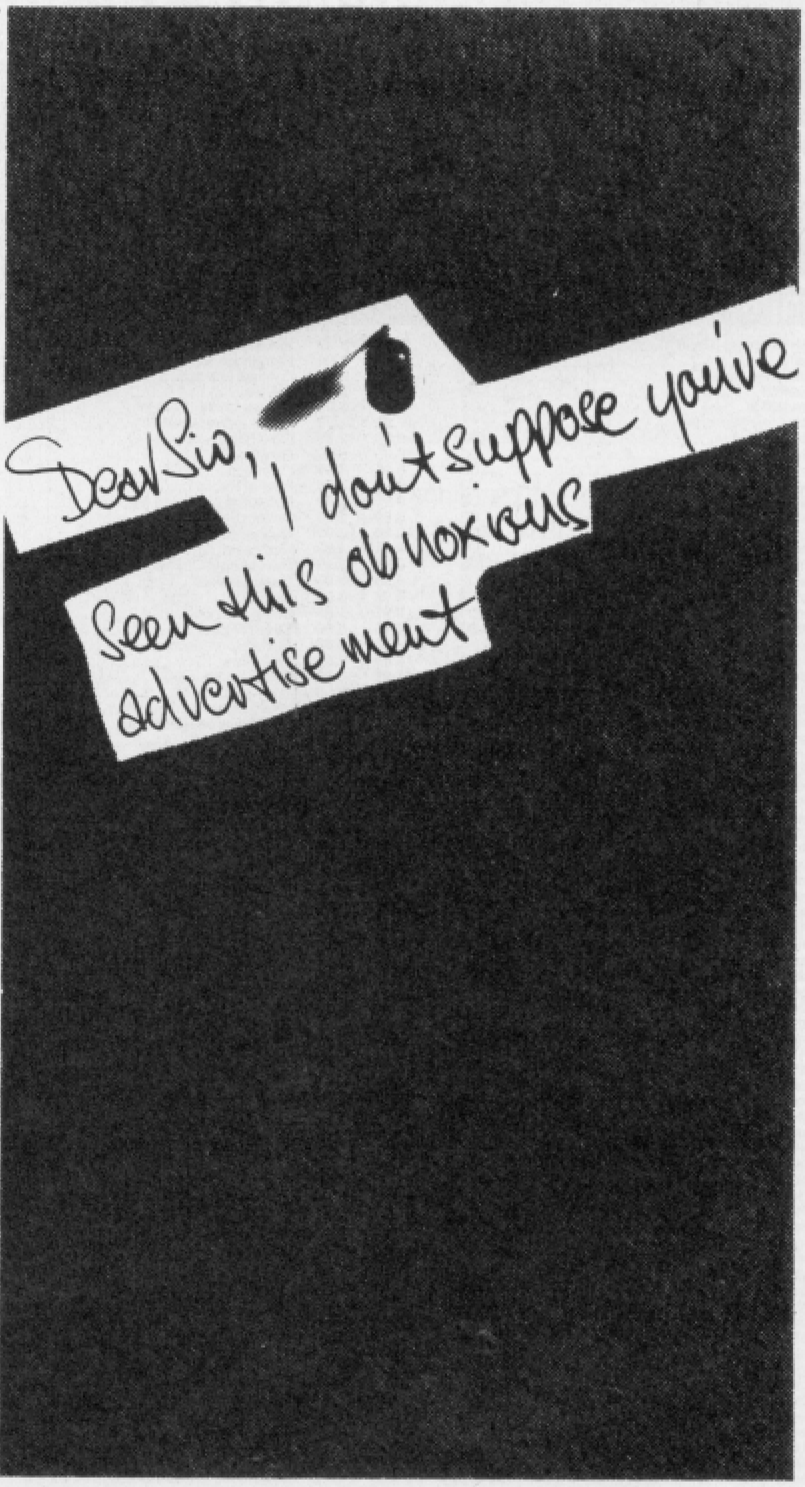
GRAPHICS:	**85%**
SOUND:	**74%**
PLAYABILITY:	**77%**
LASTABILITY:	**75%**

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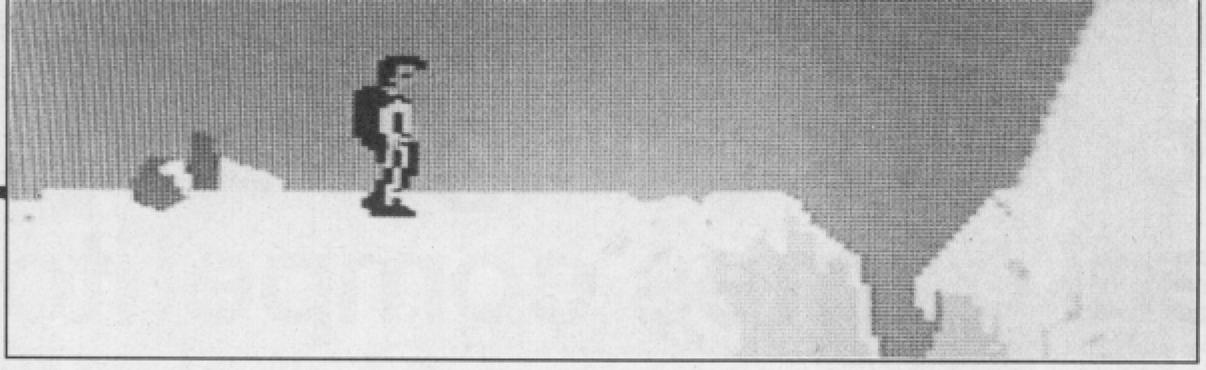
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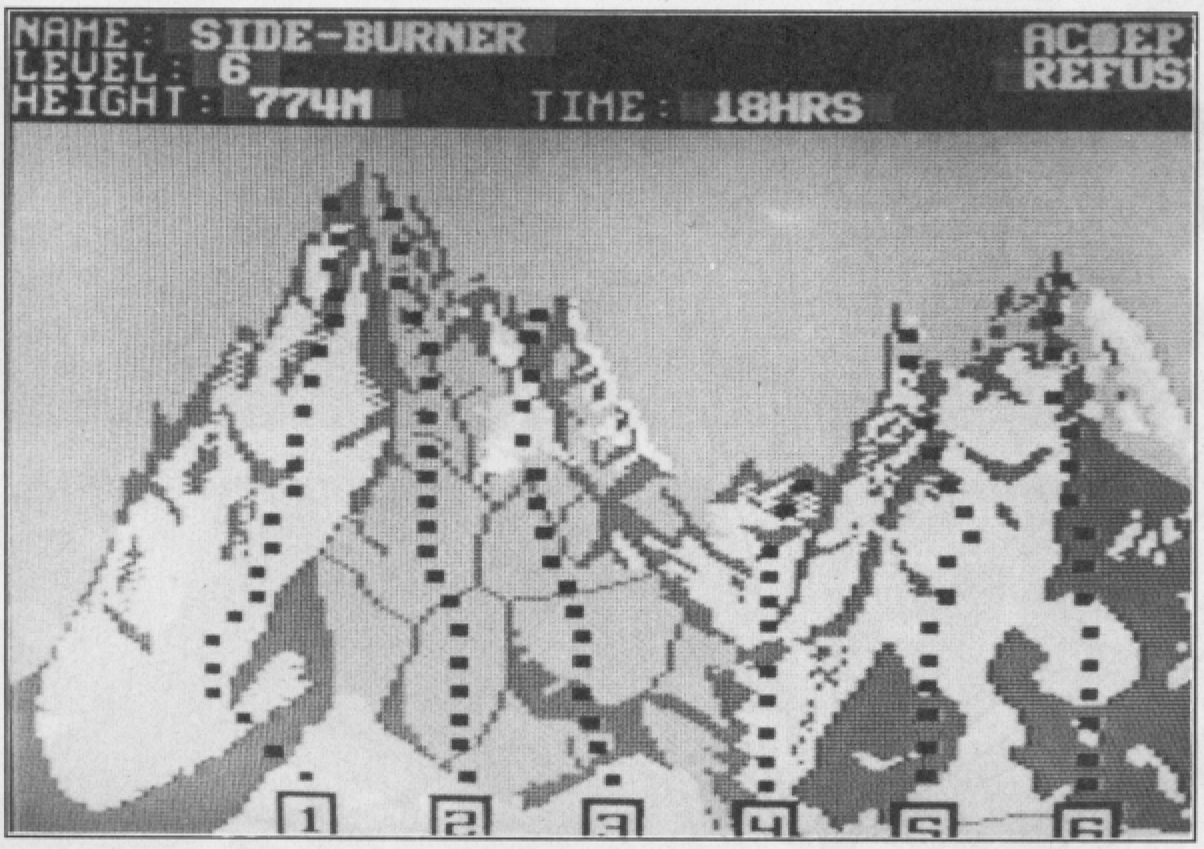
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FINAL ASSAULT

Having experienced the whip of wind through hair and the crash of rock against head first hand, I was somewhat dubious as to the nature of a rock climbing simulator. To start with there is a distinct lack of physical effort involved, and a five thousand foot rock face doesn't fit on my 21″ TV.

Epyx
Price: £9.99 cass
£14.99 disk

Before you can start the real heavy biz of scaling the summit of mount whatever-it-is, you first have to learn the rudiments of mountaineering. You are given control of a little person kitted out with every conceivable piece of equipment, and not subject to any weight restrictions. The first thing my little man told me — I decided to call him Greville in the end (*? — Ed*) — was that he was cold, so I rummaged through his back pack and made him wear the kind of items his mum would pack like anoraks and woolly knickers.

Walking was fairly easy — deft left-right movements are called for — until a wacking great chasm opened up taking Greville completely by surprise as it swallowed him. A scrolly message then appeared telling me that we should have checked the ground ahead of us, but seeing how it was training nothing serious had happened to Greville. Phew, what a relief.

After I'd mastered walking, I decided we needed a real challenge. So being a fearless adventurer-type I set Greville on the longest route to the top to be seriously simulated. A few more flip screens of walking, then Greville was placed precariously on a wall of ice. With a quick reference back to the instructions I pushed up on the joystick and Greville obliged by hammering his ice picks into the surface. Pulling down then caused him to bang his knee into the ice, and a quick tap on the fire button saw him haul himself up a few feet. After several million repetitions of this exercise. The ice petered out into rock and rather than the previous side-on view, the image changed to that from the rear.

Climbing the rock is achieved by moving the character's arms and legs into various embarrassing positions in order to obtain the best possible grip on the surface. With skillful use of the rope, soft shoes and chalk, Greville succeeded in getting absolutely nowhere. Now was the time to look for the cheat. I soon discovered, that if you move fast enough up the slope the computer doesn't have enough time to check the positions of all Grev's limbs and therefore doesn't have time to make him fall back down again. Subsequently it took another two minutes to complete the game.

At the summit, the screen changed to that of Greville holding an American flag with a broad grin on his face; this was in turn replaced by a newspaper headline and it was back to the start screen.

At this point I was not in any way tempted to go for another crack of the glacier by taking one of the five other paths: if you've seen one, you've seen 'em all.

A very poor offering on the whole, on a subject that right from the start would seem foolhardy to try to convert to a home micro. The gameplay is so thin that it requires a toupé. Graphically it's weak. Blocky sprites (especially poor Greville, bless him) do nothing for the game. There is though, a very soothing piece of title screen music — but even that tends to make you nod off. A fitting introduction, methinks . . .

Mark Patterson

SOUND	41%
GRAPHICS	48%
LASTABILITY	25%
PLAYABILITY	28%

27%

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SAVAGE

Is this really possible? The 64 soundtrack sounds incredibly similar to the Amiga demo I've seen, right down to the squillions of samples. Quite simply, it's mindblowing. Without doubt the best soundtrack I've ever heard on the humble old' 64, and that's just the title music. I'll laugh wholeheartedly at the next Amiga owner who says 8-bit is dead, then stick this disk up his bot passage with a cry of "boot this, sucker!"

Getting back to the review, *Savage* is a huge, muscle-bound bucket of love, whose ladyfriend has been kidnapped by some evil force and imprisoned in a ghost-filled castle. Of course, Savage wants to get her back. And who wouldn't?

The obvious thing for him to do is to get out the inexhaustible supply of magic axes and go in on a mass killing spree. This he does, running left to right along the long corridors, Trantor-like, until he reaches the exit to the next level. In places along the corridors there are huge chasms that have to be leaped, often three or more in a row, with only a small pedestal between them. Miss your footing and it's down you go.

Get through the first section, and Savage has to fly on a jetbike through Death Valley. Viewed in 3D with the same kind on stripy, scrolling landscape as games like *Out Run* and *Roadblasters* (though much smoother and faster than either of these, and indeed any previous effort) you have to pilot your way between huge green man eating monoliths while shooting whichever baddies happen to be on the sublevel you are currently on (There are 3). On the first, rotating skulls float eerily in the distance; on the second, large bounding ghosts spring about in front of your gunsight and on the third? That's a surprise.

Savage has made it to the end of Death Valley and has realised that instead of bringing him closer to his love, it's taken him further away. So he gets back as quick as possible, only to find that his journey has taken him to a different entrance, one far too small for him to fit through, so he calls on the assistance of his Eagle to aid him.

The eagle has to fly through a labyrinth of tunnels and cells in search of the young lady, attacked by and attacking ghosts and statues, avoiding all the traps that can be sprung just by flying in the wrong place. Fly too close to a spike trap and you could find yourself impaled. Try to fly through a group of nasties and instead of just losing energy, you could lose your head!

That's how it looks on paper, but what's the game really like? Excellent is probably the most appropriate word I can come up with. For a start it's immensely playable with very fast responses and a difficulty level high enough to keep you coming back for more.

Graphics are among some of the best I've ever seen on the 64. Large and well defined (apart from the main sprite on level 1. Brown! I ask you?!!) The animation is first rate, smooth, fast and realistic. The eagle on level 3 has to be seen to be believed.

The sound though is its highpoint. Lots of great tunes and FX, with lots and lots of samples. The title tune is the best though, probably the best ever. Beating *Mega Apocalypse* and even the wonderful *Commando* hi-score table tune hands down.

Buy *Savage*. If you don't, then you're a bigger nurd than the one on the advertisement.

Tony Dillon

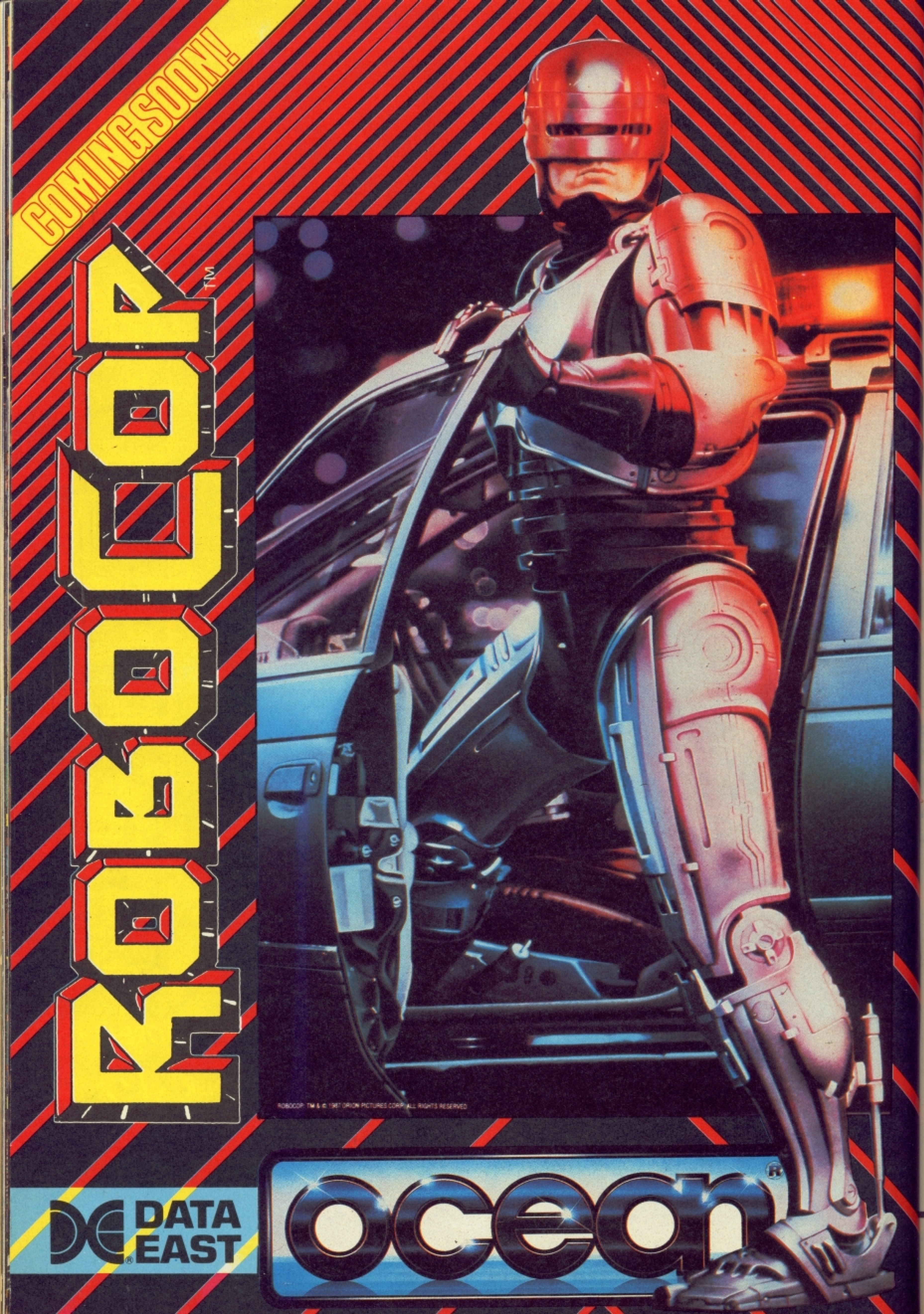
Firebird
Price:
£9.99 cass
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GRAPHICS	**87%**
SOUND:	**93%**
PLAYABILITY:	**86%**
LASTABILITY:	**79%**

76%







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DATA EAST
ocean

BUBBLE GHOST

Deep inside an old, dark castle, the spirit and soul of some nameless deceased have become separated and float aimlessly through the surreal rooms and corridors of the deserted building.

The person's spirit has taken the form of a smiling ghost (perhaps he hasn't realised he's dead yet) of the white-sheet variety, while the soul is encapsulated in a transparent bubble. For some unexplained reason, the ghost is charged with guiding the bubble around the 34 flick-screen rooms of the castle, and while the ghost may be guided through the variety of obstacles in a suitably ethereal mananer, the bubble is extremely fragile and bursts at the slightest contact. Since the ghost cannot actually touch anything, he moves the bubble by blowing it:

A tap on the SHIFT key on the fire button and the ghost puffs out his little cheeks and the bubbles move accordingly, drifting along slowly until blown in another direction. Blow for too long and the spirit turns red.

As the bubble reaches the exit (a gap in the brickwork) the next screen slithers into view, and the ghost continues in this way until all 34 screens have been negotiated.

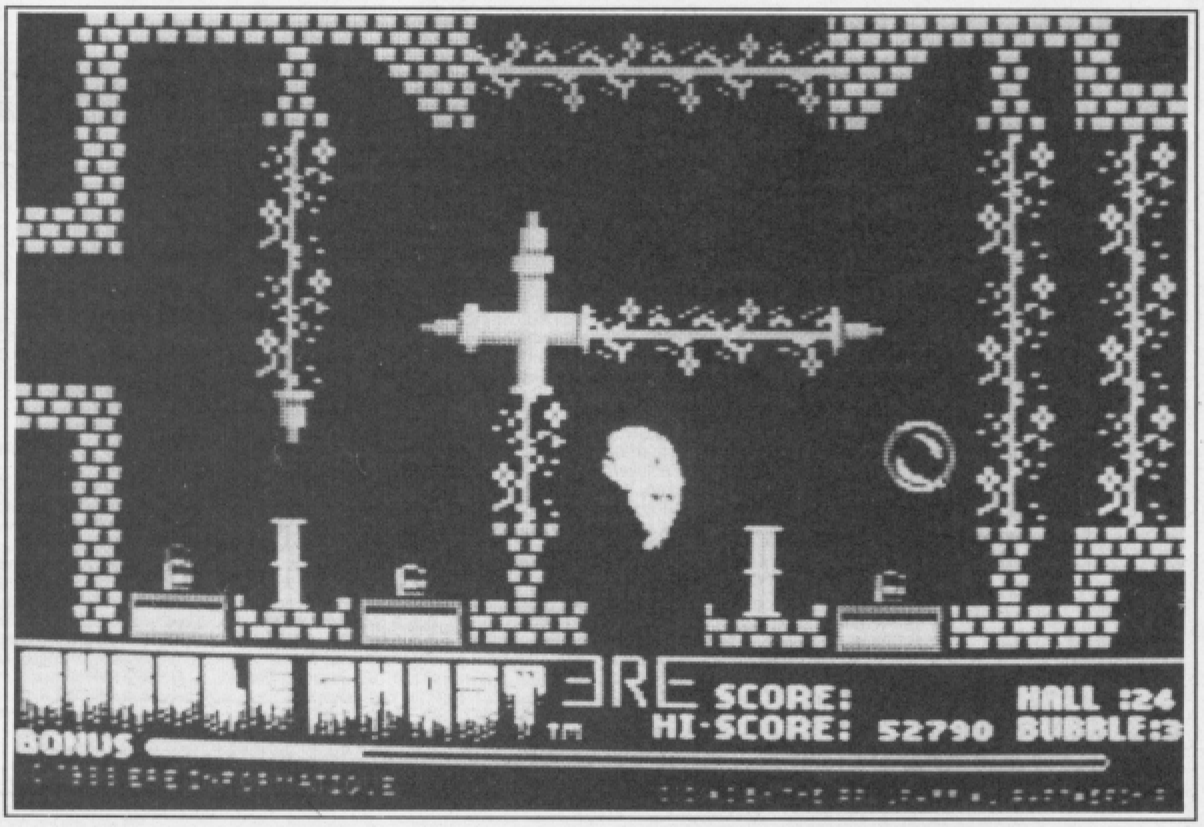
As can be seen from the screenshots, the scenery is typically French — ie, odd! The rooms are full of weird objects, many animated, and are full of little 'gags' which facilitate the need to blow objects to help progress.

Bubble Ghost is a fairly original, if simple concept, but the gameplay is quite addictive.

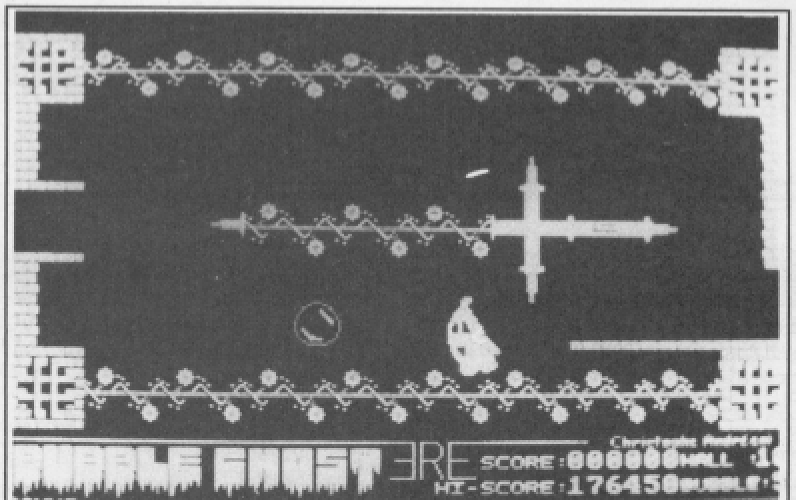
The novel control method is tricky to get to grips with — the 64 version requires the fire button to be used to blow *and* rotate the ghost by holding it and moving left or right on the joystick. But it soon becomes second nature, and the bubble can be guided around with amazing precision: It wasn't long before I was whizzing through the screens — in fact, after only a few days' play. I had got through 27 of the 34 screens. This is fine for me, but rather more worrying for those of you contemplating shelling your hard earned on it.

Bubble Ghost is fun — but at a cost; if it had a cheaper price tag it might be a more viable proposition.

Steve Jarratt



It's not exactly **Interspectre.**



Infogrammes/ Ere Informatique
Price: £14.95 disk £9.95 cass

AMIGA £19.95

There's little graphically to separate the Amiga version from its 64 counterpart.

The control method is slightly easier for the simple reason that the mouse allows you to rotate the ghost, whilst clicking makes him blow. This is the only place too where added sound enhances the 16 bit version. Make the ghostly geezer blow too hard and he'll collapse with a wheezy cough.

It's also the easiest version, so twenty quid is definitely too steep.

SOUND:	29%
GRAPHICS:	18%
LASTABILITY	33%
PLAYABILITY:	80%
OVERALL:	60%

SOUND:	32%
GRAPHICS:	40%
LASTABILITY:	27%
PLAYABILITY:	52%

43%

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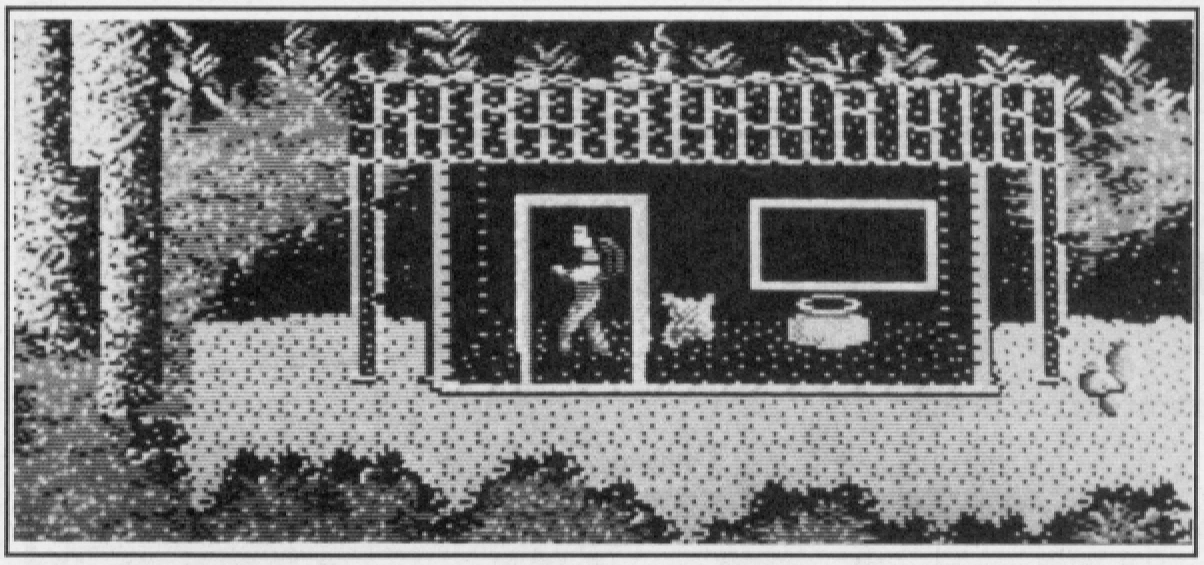
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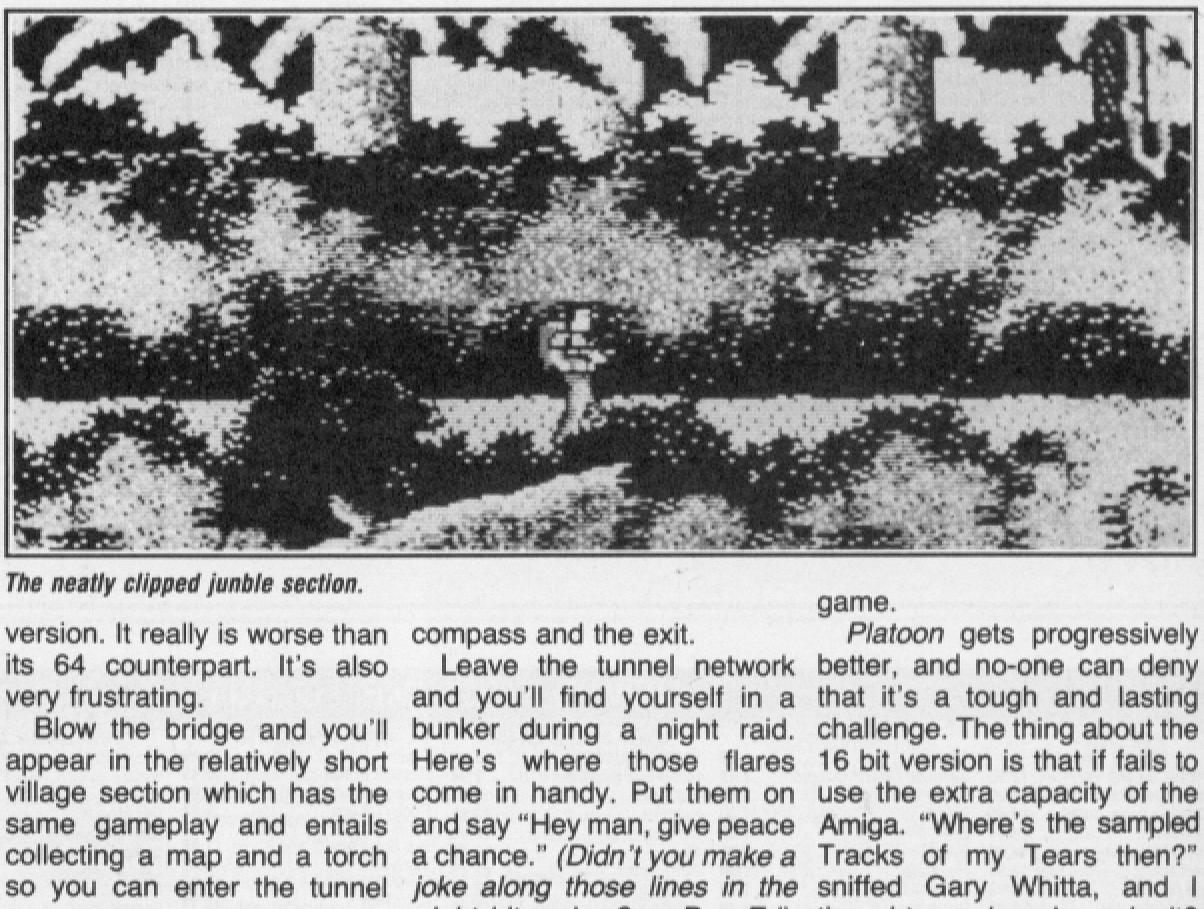
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PLATOON



The neatly clipped junble section.

It was slightly less than a year ago that *Platoon* first appeared on the 64, to (rightly) good reviews from the media. Although it split the licence into several smaller games, each one owed itself to an event in the film.

Somehow the conversion has sneaked out into the shops before it appeared in our offices, but I reckon you might like a word of warning rather than take a chance.

The game is split into six sections. Section one begins as you guide your platoon through a series of jungle pathways. It all looks the same, as jungles tend to do, and there are VC crawling everywhere, so death is a frequent guide through what is just about the most boring and badly realised part of this conversion. It really is worse than its 64 counterpart. It's also very frustrating.

Blow the bridge and you'll appear in the relatively short village section which has the same gameplay and entails collecting a map and a torch so you can enter the tunnel sequence.

Once in the subterranean ratruns of section three, *Platoon* begins to come alive as you negotiate your way around the water filled maze in search of a box of flares, a compass and the exit.

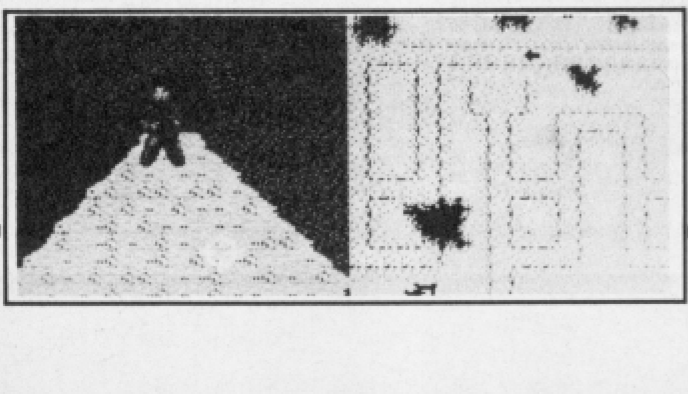
Leave the tunnel network and you'll find yourself in a bunker during a night raid. Here's where those flares come in handy. Put them on and say "Hey man, give peace a chance." *(Didn't you make a joke along those lines in the eight bit review? — Dep Ed).* Actually you fire them in the air and kill everthing that moves. Section five is a *Gryzor* style battle up the screen until you reach Sergeant Barnes' foxhole — the last section of the game.

Platoon gets progressively better, and no-one can deny that it's a tough and lasting challenge. The thing about the 16 bit version is that if fails to use the extra capacity of the Amiga. "Where's the sampled Tracks of my Tears then?" sniffed Gary Whitta, and I thought, yeah, where is it? Improved graphics and a few samples could have at least tarted this up some.

The first casualty of a conversion is innocence.

Mike Pattenden

Platoon
Price: £24.95



SOUND	49%
GRAPHICS	62%
LASTABILITY	76%
PLAYABILITY	48%

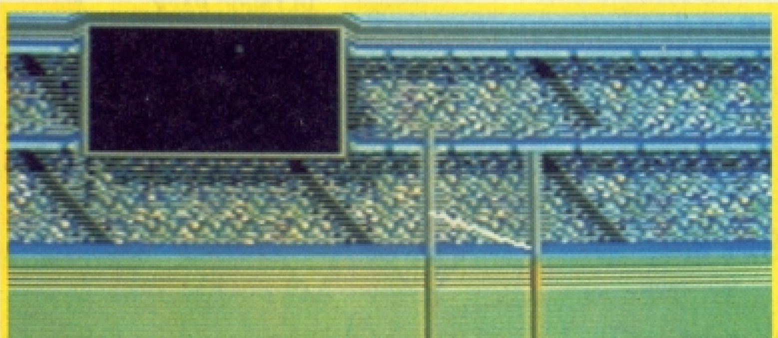
59%



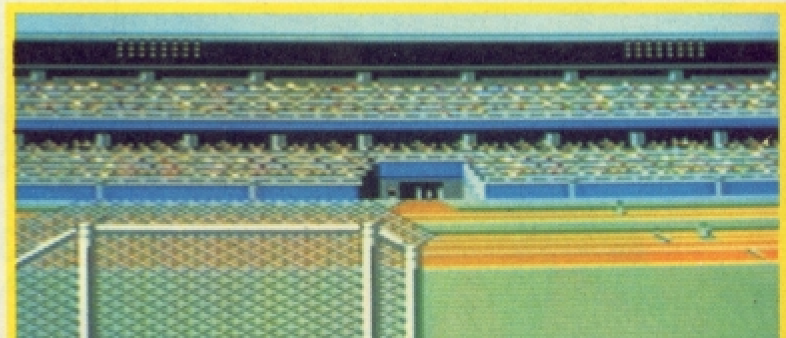
Move the flame to an icon to select an event.



GAMES:



Watch that pole it looks a bit dodgy.



Throwing the steroid.

Price:
£9.99 cass
£14.99 disk

In an effort to squeeze every last ounce of mileage from the genre. Epyx have now released *The Games — Summer Edition*; sequel to the *Winter Edition* and the seventh in the *Games* series.

Based around the Olympic games (you know, the ones that were on too late to watch and were to anabolic steroids





what Mike Pattenden is to good taste) *TG-SE* lets you, or a group of up to eight people, compete in eight events. Springboard diving, veledrome sprint cycling, hurdles, pole vault, assymetric parallel bars, rings, archery and the hammer-throw are each loaded in seperately from four sides of disk.

You know the score; each event can be practised on its own, or you can compete in any events you wish. Normal *Games* style control methods apply, with a mixture of joystick waggling and fire-button pushing in time to the animated characters. Some of the animation is a bit tatty, such as the hurdlers hobbling onto the track, but generally it's of a high standard. There are, thankfully, one or two innovations to the normal Epyx menu, in that the normally static backdrops have been spruced up by using camera angle-type viewpoints, and there's also some 3D perspective scrolling on the cycling and pole vault, adding some welcome variety in the proceedings.

The same cannot be said of the soundtrack, however, which is comprised of the usual pot pourri of boppy jingles — nothing bad, but nothing spectacular either.

The package is nicely put together, as ever, with a smart intro/outro sequences and a wordy manual which explains all the events in detail, together with hits for improved performance.

If *TG-SE* had been released a year ago, it would probably be heaped with acclaim and rated accordingly. Unfortunately, we've seen it all before. Apart from some slightly more interesting graphics, the game really hasn't progressed play-wise since *Summer Games*.

In fact, the interactive element has even been reduced on events such as the assymetric bars and the rings; the player merely selects the required moves and the gymnast carries out the routine flawlessly. Only the dismount depends upon any real skill or timing, and the remainder of the event plays like a multi-choice rolling demo.

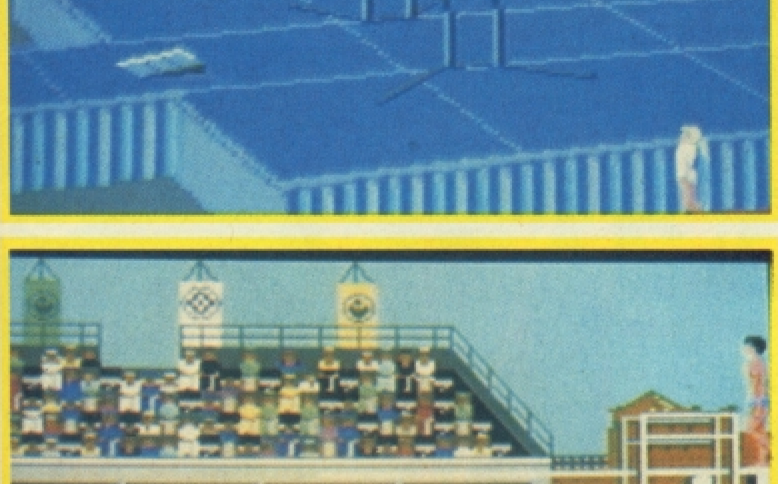
The term 'flogging a dead (or at least severely ill) horse' springs to mind. If you've never seen one of the *Games* series, then you could give it a look — mind you, Epyx' Gold, Silver and Bronze compilations are available for £18 on disk, or £15 on cassette, containing no less than 23 events.

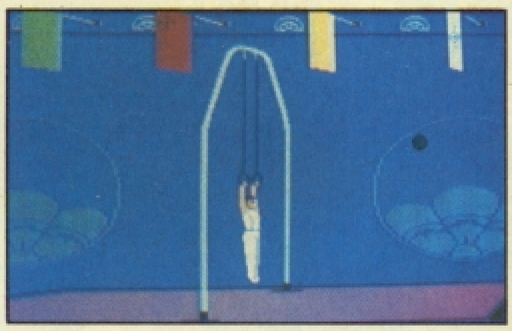
Steve Jarratt

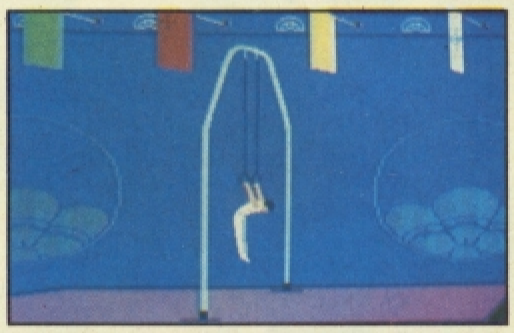
SUMMER EDITION

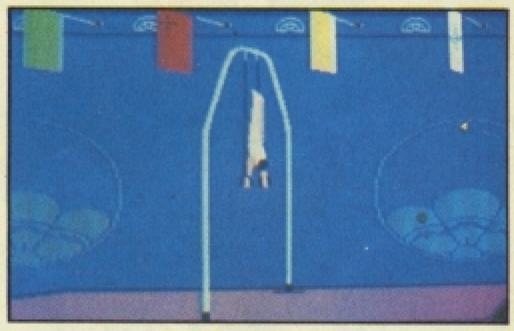
Looks like a ten to us.

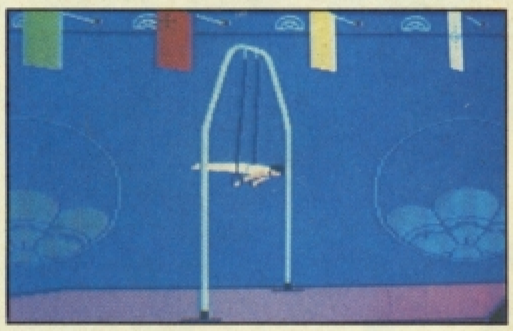












SOUND	**53%**
GRAPHICS	**92%**
LASTABILITY	**86%**
PLAYABILITY	**65%**

74%


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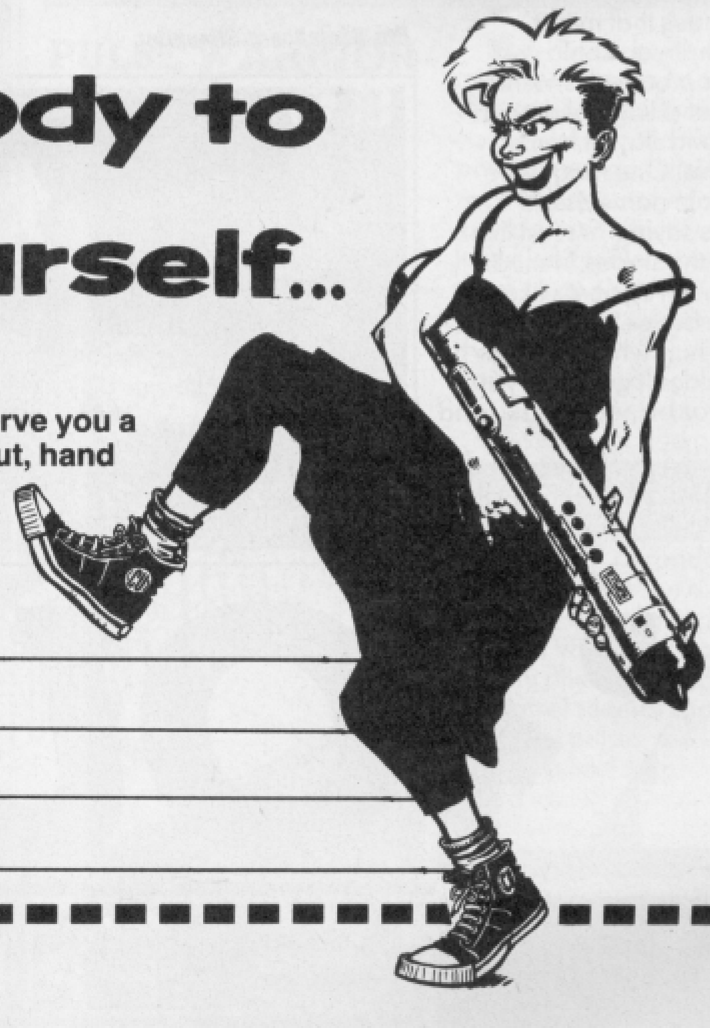
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CHEAPO ROUND-

COMMANDO

Encore

Now here's a blast from the past. *Commando* was number 1 back in the Christmas of '85 which may or may not have been white, we can't remember. Anyway, a lot of people have grown old and died in the time it's taken for this to appear as a cheapo. A lot of clones have appeared too, and that's one reason you might not want to plump for what was really the first licenced arcade game.

That said it's good clean fun, and whilst the graphics are a bit small, the sound is good (great high score music) and the gameplay frenetic. **(77%)**

PROFESSIONAL SKI SIMULATOR

Codemasters

This game comes with the kind of accolades that might suggest that you could well save your money this Winter, cancel that skiing holiday in Bavaria and stay at home playing this. One mag (who shall remain nameless) is quoted as saying "it's just like being on the slopes." I mean, come on — it's not. It's like playing a budget skiing game. It doesn't hurt when you fall over, you don't get cold, you can't go for bit of aprés ski, and there's no chalet girls in pigtails.

In fact *PSS* is a reasonable attempt at a ski sim with some nice background graphics and a very fiddly control method which will have you spending a lot of time doing things behind trees (*not making yellow holes in the snow! — Ed*) and falling over. Fun in a sort of frustrating way. **(65%)**



Professional Ski Simulator

PRO SKATEBOARD SIMULATOR

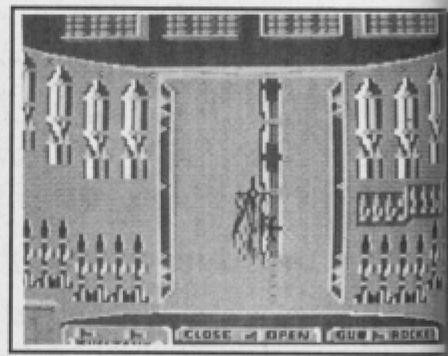
Codemasters

"You gotta be cool not to SLAM!" it says here. Well I'm not sure about that. My Dad always got annoyed when I slammed the door. Still, this is a skateboard sim in the Codemasters tradition of nice background graphics and horrifically difficult controls. Try as you will (tip: look in a mirror and hold the stick upside down) your little skater won't go and pick up the blue flags.

This owes a fair bit to *720°* but isn't as good. If you don't want to end up on tranquilisers don't buy it. **(31%)**



Pro Skateboard Simulator



Ace of Aces

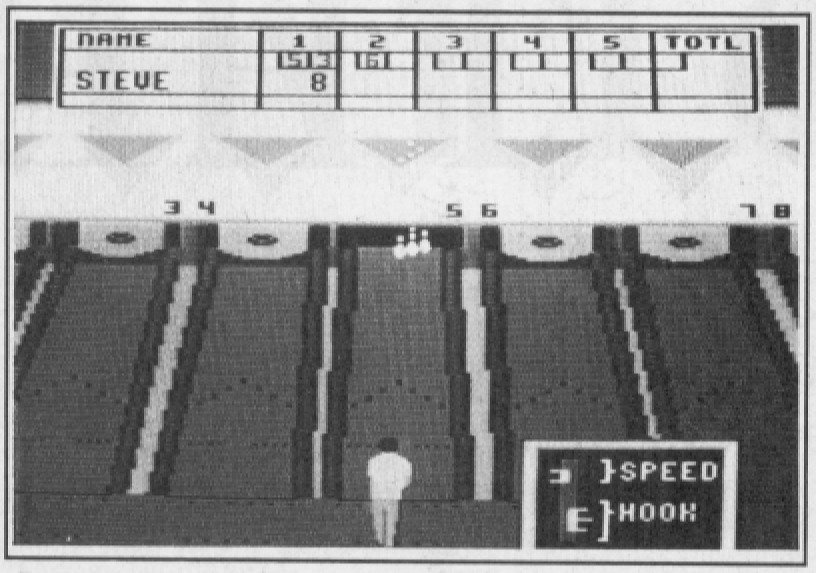
ACE OF ACES

Kixx

This was a CU Screen Star when it appeared and rightly so — it's stormingly good fun. Guide your Mosquito bomber through several sections of U-boat sinking, V-1 rocket destroying, trainbusting and jerry bashing in a completely absorbing WWII flying game.

Excellent graphics and atmoshpere however can't make up for the problems involved when playing this game on tape, since there is much rewinding and fiddling with the tape counter to be endured if you want to play the full missions.

Nevertheless *Ace of Aces* is pretty good value compared to the price of lychees in your high street at the moment . . . **(72%)**



Tenth Frame

TENTH FRAME

Kixx

Access' ten-pin bowling simulation was received by some pretty decent reviews, and although two years old, it's's still better than any of the other bowling games that have appeared in one form or another since.

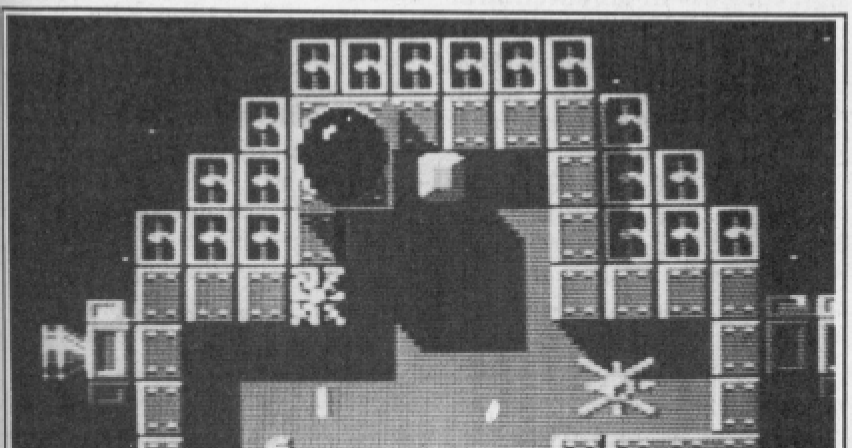
Tenth Frame has some terrific animation (it's actually a digitised image of Roger Carver), some great sound effects, and a pretty realistic pinfall which makes it all the more gratifying when you get a strike. Can't be bad. **(85%)**

CHEAP SKATE

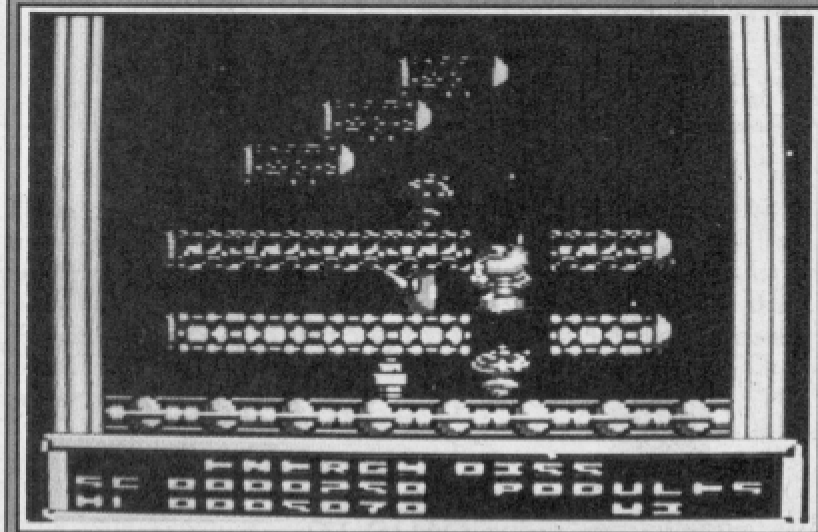
Silverbird

Zaxxon meets *Skate or Die* in this latest well-rad sporting 'sim' The aim is simple enough: negotiate the diagonally scrolling street while avoiding the obstacles that litter the pavement. Dodge boxes and signposts, duck under bars and weave past fireballs in order to complete the course within the allotted time limit. That's about it really; scrolling's smooth, the animation is pretty limited, and the graphics are minimalist. Still, it's plenty of fun — and hardly taxing on the grey matter. Good title too. **(61%)**

Pulse Warrior



Cheapo of The Month



PSI-DROID

Zeppelin

Psi-Droid is a distant relative of Thing on a Spring, who bounces along in a convincing, if slightly annoying fashion, accompanied by a suitable clanking noise, inside a giant spaceship. The spaceship in question is large, inhabited by aliens, and on a collision course with Earth.

Psi on a Spring has to bounce around the flick-screen rooms and corridors of the vessel in order to find the pieces of a pulsebomb which were split into several pieces when Thing-droid was beamed aboard. Once the bomb is back in one piece, the ship can be vapourised and the Earth saved from a fate worse than almost anything else.

Along the way, Psi on a Droid encounters podules which can be collected for all manner of technological wonders, including a smart bomb and temporary indestructibility. There are transporters which allow access to the far flung corners of the ship, and an entertaining sub-game, where you are required to complete a small shoot 'em up for extra energy.

Plenty on offer here for blasters, mappers, and arcade adventurers alike. You could do a lot worse than blowing three quid on this little package. **(78%)**

PULSE WARRIOR

Mastertronic

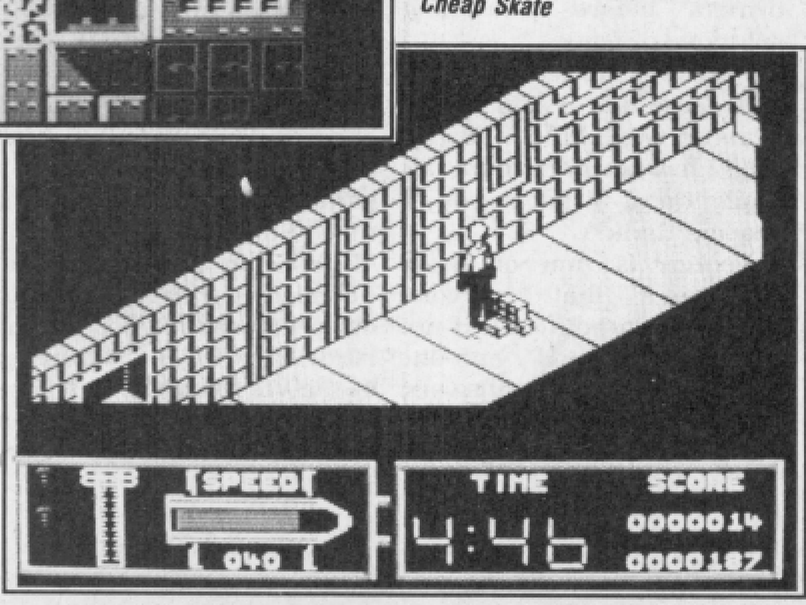
Playing like a cross between *Deflektor* and a flick-screen arcade adventure, Mastertronic's latest budget release is an odd one to say the least. As with all Mastertronic games, it's very polished with smart graphics and a smooth control system.

Unfortunately, it's a touch missing in the gameplay department: you have to direct your Pulse Warrior into the path of energy pulses that rebound around each screen, in order to deflect them into a large lens, which then re-emits them as one powerful beam. This may then be directed at the alien creatures that inhabit each screen, killing them and clearing that sector.

All very well and good, but in practice, the above task proves extremely difficult; the deflected pulses bounce off your warrior at random angles and it's more often a case of luck than any real judgement.

What with trying to avoid the deadly aliens, AND attempting to control several rapid and unwiedly pulses, the job in hand is a real toughie. Take a look if you like — but don't expect too much. **(52%)**

Cheap Skate



UP

INTO THE

In the first of a new-look Valley, Keith Campbell takes a look at *Ingrid's Back*, (which has got to be better than her front — Ed.) ventures forth in time on a *Chronoquest*, and expounds upon the recent PC Show at Earls Court. But first, saviour for tormented souls in . . .

VALLEY RESCUE

What does an adventure player do with an onion and an umbrella? No, he doesn't do something disgusting to another player with them — certainly not if he's playing *Beyond Zork*, as is Coos Willemson of Zutphen in The Netherlands. Coos wants to know how to get the relics in the chapel, and how to cross the bridge, as well.

According to some hints sent to me by a reader whose name I have long since lost, a raft is used to retravel the canals of Phobos after the Royal Barge has traversed the route to the pole. However, Mr C. Mitchell of Thirsk, to whom I conveyed this news, has found *Leather Goddesses Of Phobos* singularly lacking in rafts. So a Zorklike 'Hello Sailor' to anyone who has twice sailed the waterways, and can help Mr Mitchell.

And 'Hello Sailor' to you, too, Alen. Yes, you know who I'm talking to, you with the missing 'L', from Eastney in Hants. Alen has been baiting me recently, sending ever more difficult questions and challenging my ability to answer them. His latest gem concerns a game apparently about sailing ships from America. 'It's called Thans' Yeneats,' writes Alen, 'and runs on a TRS-80. I know you used to have one, so I wondered if you could help?' Foul, Alen! You say it's a TRS-80 game, but you wrote to Commodore User! You'll have to tackle the fellow who runs the Helpline in C+VG on that one . . .

When is an adventure not an adventure? When it is a Fantasy Role Playing game, that's when! However, the two types of game have a lot in common, so I'll break a rule and help Russell Emslie and others with the name of the Mad God, in *Bard's Tale*. Check the clues section, Russell.

Talking of role-playing games, here's a thought from Coos Willemsen, back with a deminitive statement. 'Lately, computer magazines publish more and more complete solutions, and maps of games (*Bards's Tale I* and *II*, *Dungeon Master*, *Legacy of the Ancients*, etc) that aren't yet released for all computer types. As an Amiga owner I have to wait several months before I can get such a game. In the meantime, I must hide those magazines and forget where, or I must just read the articles with my eyes closed. So please wait for us Amiga owners before publishing solutions of games.'

I never like to see a solution to a game that is less than a year or two old, but *Bard's Tale I* has been around a fair while Coos. What do other readers think?

Venom is one of those adventures that everyone seems to find difficult, if not impossible, and no-one seems to know the answers. It certainly proves to be barren ground for Valley Rescue, with many seeds sown, and very little reaped. Here's another one: Ace Melief from Rotterdam is having problems with the arrowmaniac. Can anyone advise what to do about him?

Who can clear Luc Stynen, of Derchem in Belgium, from all blame, and help him through to the end of *Déjà Vu*? As well as being able to prove his innocence, Luc would also like some directions to get through the maze in *Uninvited*, and a means of getting hold of the key carried by the little red demon. Check the clues on the last one, Luc!

Problems in an adventure? Know an answer someone else wants? Got something interesting to say about adventures? Then write to me at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you.

ADVENTURE CLUES

KNIGHT ORC:
Give the hermit something, and when he turns to put it away, bop him one!

RIGEL'S REVENGE:
Forget the adhesive patch and the dinghy.

UNINVITED:
The red demon who rushes about is best ignored.

FISH:
Find a dry route to crack a cracking problem.

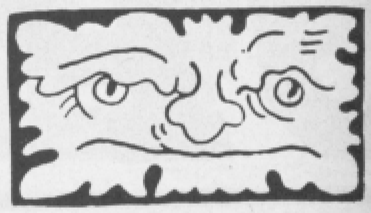
HITCH HIKER'S GUIDE:
Eat the fruit of the fluff tree to discover the correct tool needed by Marvin to unjam the hatch.

CAMPBELL'S COMMENT

Just back from the PC Show at Earl's Court, in time to catch the November deadline with a rundown on the latest news and gossip from the world of adventure.

It was coming up to lunchtime on Thursday when I arrived. First place to visit must be Mediagenic, said a rumbling from deep within me. So withdrawing the 'flight ticket' from my pocket, I headed over to the check-in desk, to receive my boarding card. After 'awaiting transfer in the VIP lounge' I was to be 'flown' by Cadillac to The Inn On The Park, where Mediagenic promised refreshments on the house.

The VIP lounge turned out to be an empty stand next to the check-in desk, where 'stand' was the operative word. Seemed there was a delay — had the Mediagenic air-traffic control computer gone down again? No, it was all down to flow control — traffic wasn't flowing very fast



VALLEY

in London that morning. So we were crocodiled over the road to a minibus instead, for what was quite obviously a charter rather than a schedule flight, to Mediagenic's 'alternative' mini-exhibition.

Here Infocom were displaying a video of their future titles. Well, it didn't say a lot more than recent press releases, but I did gather that you C64 owners out there aren't going to be running them. Infocom have developed a new advanced parser and adventure system, which is too big for the 64. All new Infocom games will be written on it, and they will all have graphics. Diversification was also in evidence, with a demo of the forthcoming *Battletech*, a computerised version of the popular table top game. Very smart it looked too, and was 'bought in' from an outside software team, rather than having been developed in-house by Infocom.

Next door, Anna and Fergie were doing a roaring trade, and it was all I could do to catch a quick word. They were displaying their forthcoming Abstract Concept wares *Parisian Nights*, 'Much lighter than our last one,' promised Fergus, who, rather surprisingly, was still talking to me after my *Mindfighter* review.

Further along, *Manhunter*, a new Sierra adventure was running. Sierra have developed their animated grahics system by taking out the animated figure and showing instead what would be seen through his eyes. This produces Cinematic effects like changing viewpoints, and split screens. Other goodies on the way from Sierra are *Kings Quest IV, Space Quest III,* and *Police Quest II*.

Back at Earl's Court it was time to meet Nick Walkland in the Press Room. Nick, a student who once produced the popular adventure fanzine 'Orcsbane' was in a holiday job editing the new club journal of Official Secrets, an adventure help and software club run by Tony Rainbird. Nick wanted to write up a discussion on adventure between Mike Gerrard, Steve Cook, a couple of other journos and myself.

Nick was extremely nervous at the prospect, and to get the conversatiion going, asked us why we wrote about adventure. Everyone answered unanimously 'The money!'

Upstairs in a private room, Microprose were having a little exhibiton all of their own, which is where I met the author of a game that even beats *King's Quest* for endurance, *Ultima V*. 'Lord British' as he is popularly known, spent some time explaining how each new *Ultima* is a completely new game on a completely new system, so it doesn't retain the old technology like some other well-known series do. Obviously it pays off, too, for bar-talk had it that Lord British recently had a new house built on a mountain in the USA, with an astrodome, both indoor and outdoor swimming pools, a jaccuzzi complete with waterfall, and, wait for it, a secret passage connected to every room!

Come the 'public' days, some familiar names and faces started showing up on the EMAP stand. People like a well-known Fiend from another magazine, like dentist and play-tester Hugh Walker who insisted on slapping anti-plaque stickers on anything that moved, and like Allan Phillips, who must be the most prolific solution writer of obscure games in the whole of adventuredom.

A visit too, from Pat Winstanley and Sandra Sharkey, housewives and adventure addicts both, who are best known for creating the fanzine 'Adventure Probe'. 'Probe' changed their lives from mindless housewives into lively people, they told me. Computers were an ideal medium with which to work from home, fitting in the game-play and writing whilst the kids are at school. Pat now has her Patch, and Sandra her Sorcery, and they are planning a new club for the new year.

And then there was this guy who wondered up to the stand and asked: 'Any clues on Thans' Yeneats?'

'Now that's a coincidence!' I exclaimed, gullibly, 'I had a letter about that game only a few weeks ago, and I never heard of it before.' The evil smile that spread across his face gave me a very nasty turn, as it struck me that this was Alen Williams himself (see Valley Rescue, this issue).

I mentally voted Alen 'PC Show Valley Adventurer 88', and that evening took him for a meal in Chinatown for his sheer audacity, before he returned home to Thans Yeneats. Sorry, I meant Eastney, Hants. Ever been had?





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Fair Moves	Head Punch Body Blow Upper Cut Duck Punch	Foul Moves	Head Butt Knee Groin Punch Kick

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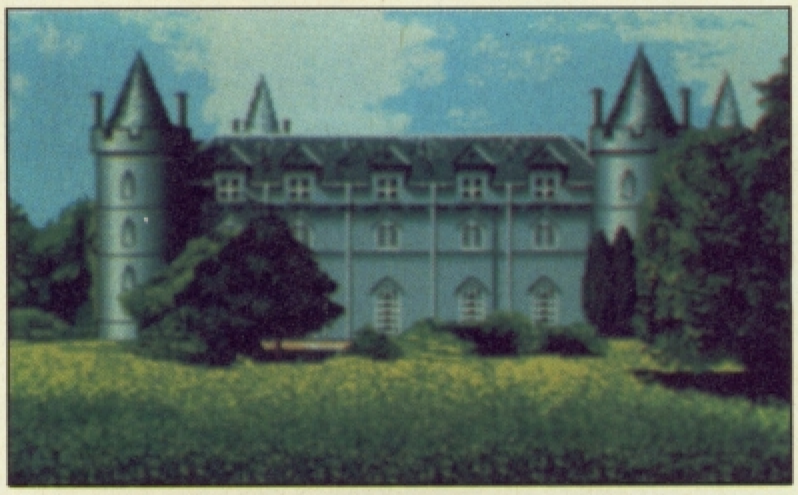
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INTO THE VALLEY



CHRONO-QUEST

Psygnosis
Amiga: £29.95

The year is 1922, and you return home to the family chateau, with a letter from your missing father. An eminent scientist, he had designed and built himself a time machine, and travelled the world in centuries past.

Unfortunately, his unscrupulous servant, Richard, discovered the secret machine, stole the programs for the trip, and now your father fears for his life. His letter begs you to find Richard, for the very fact you are reading it probably means that he is dead, and Richard must be brought to justice for his murder. The time machine will have returned, so you can use it in your quest, following the routes that he took back in time.

Although the machine is in the chateau, it is well hidden and protected. An initial search of the chateau reveals some punched cards, and miscellaneous equipment that will hopefully be useful in your exploration.

The route to the machine seems to lie beyond the door under the grand staircase in the chateau's opulent hallway — but it's dark in there! Even when you manage to shed some light on things, the search does not get any easier! Although you are soon certain that you are only a step or two away from the machine, booby traps and secret mechanisms are likely to deter all but the most persistent and observant of adventurers!

However, once you have found the machine, and managed to activate it, you start off on your journey through time and space, in search of the villainous Richard.

Chrono-quest uses an icon-driven graphics system, with text replies, not unlike Mindscape's system in *Uninvited.* As well as movement icons for eight compass points plus up and down, there are fourteen more, including GET, THROW, DROP, TURN, EXAMINE, PUSH/PULL, LIGHT ON/OFF, USE, and HIT. The major part of the screen shows a picture of the current location, and the icons run in a narrow strip to the right-hand side of it. Below the picture is a text window for replies, that also shows INVENTORY icons when requested.

To move, click on a direction icon, and if you are unable to move in that direction, a text message will tell you so. To examine something in the picture, click on the EXAMINE icon, and then on the part of the picture you wish to examine, and any interesting details will be described. Taking an object removes it from the picture, and places it in the inventory list.

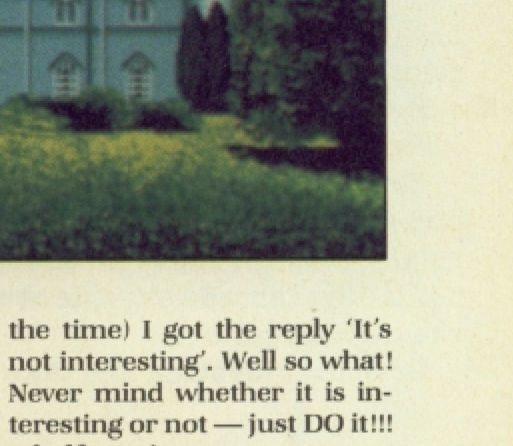
Reasonably enough there is a limit of 11 items carried, but strangely it is not possible to drop more than four items in any room, and even then they must be dropped in specific zones — 'horizontal quarters' is how the manual describes them.

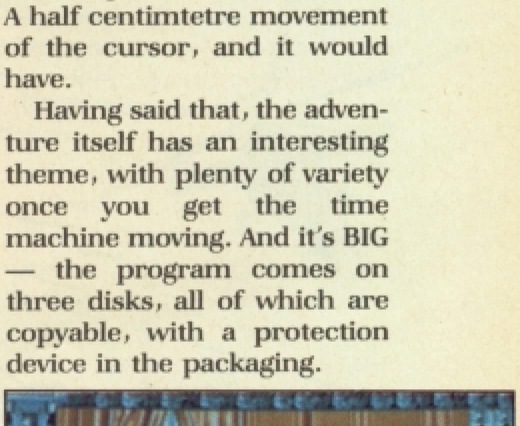
A limited number of sound effects accompany the action, and the rest of the time, there is a deadly repetitive dirge, which is best turned right down.

Being of French origin, the English text replies, when not describing something examined are, at best, adequate, and at worst, meaningless. When I clicked on the LIGHT icon, for example, I got the message 'You don't have an object which will to blaze anything at all'. Sloppy.

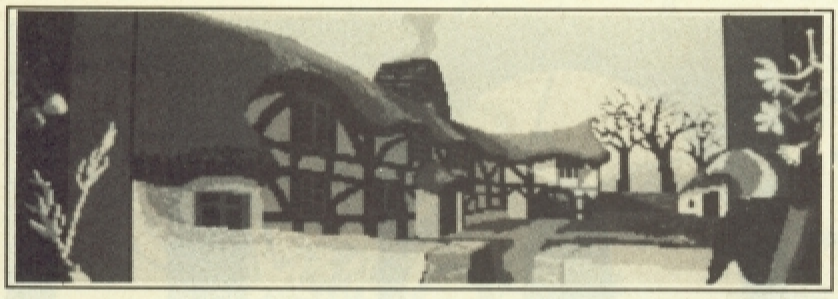
Which brings me to another point. The areas on the picture sensitive to the cursor arrow are unpredictable in size. One minute EXAMINing an object will recognise something quite a long way from the arrow point. I got completely bogged down in one of the major puzzles, when, trying to use something in the correct way (although not realising it at the time) I got the reply 'It's not interesting'. Well so what! Never mind whether it is interesting or not — just DO it!!! A half centimtetre movement of the cursor, and it would have.

Having said that, the adventure itself has an interesting theme, with plenty of variety once you get the time machine moving. And it's BIG — the program comes on three disks, all of which are copyable, with a protection device in the packaging.





GRAPHICS	10
PUZZLEABILITY	8
PLAYABILITY	8
OVERALL	8



Ingrid's front.

INTO THE VALLEY



INGRID'S BACK

Level 9
Amiga: £19.95
64 disk/cass £14.95

The old Squire is dead, and Jasper Quickbuck, the new resident at Ridley's End, has served eviction notices on the gnomes of Little Moaning and Gnottlefield. He plans to raze the old villages to the ground to make way for a vast marina and up-market housing estate. Ingrid is furious, and instigates a petition.

The trouble is, Ingrid can be such a pain that the local inhabitants sometimes go out of their way to avoid her. So, despite their opposition to the development plans, and the fact that they are about to be made homeless, signature collecting is no easy task for Ingrid.

Take her uncle, Dusty Halfyard, the miller. He studiously fails to recognise Ingrid — even after all the trouble she's had getting past his killer chickens. Were they put there to keep out Quickbuck, or Ingrid?

There's plenty of signatures to collect, adding to Ingrid's list, and to your score. Jumbo Butterpat, landlord of The Green Gnome, will happily oblige, although some of his customers may not add their weight to the case.

Little Moaning is the title of Part 1 of this three-parter, and it has a range of problems from dead simple to quite tricky; enough to give the less experienced player sufficient encouragement and confidence to press on until the petition is complete, and ready to be presented.

Part 2, *Steamroller At Dawn*, carries on the story, yet can be played without the need to transfer saved data, nor is any password required. Despite the success of the petition, Silas Crawley, Quickbuck's agent, has assembled a steamroller and a team of trolls, and has already flattened half the village. Now they are approaching Gnettlefield Farm, and will, unless Ingrid can find a way to delay or prevent them, demolish the buildings. Seamus Sosmall, the local leprechaun, may give her a few ideas, but how can she put them into practice?

Ridley's End, Part 3 of the game, assumes a successful conclusion to Part 2, and has Ingrid appointed as a maid at Ridley's End, to seek out evidence that will be damaging to Jasper Quickbuck. Teaming up with her cousin Daisy, she sets about searching the mansion from top to bottom, from outside to in, to do the evil Quickbuck down. Unfortunately, Quickbuck realises exactly who she is, and allows her freedom of the house in order to frame her later for the theft of his valuable antiques, which have mysteriously 'disappeared'.

All Commodore versions (Amiga, C64 disk and tape) have a memory save facility, so that the current position can be saved (until the computer is turned off) by the RAM SAVE command, as well as the usual disk or tape save option. OOPS is also available, and although this will only take you back one move on the C64, repeated OOPS will backstep you a considerable way through the game on the Amiga.

The screen shots shown here are for the Amiga (C64 graphics weren't available at the time of going to press and graphics will only feature on the disk version) and are a completely new style for Level 9. Gone are the misty digitised pictures of *Knight Orc* and *Gnome Ranger*, that replaced Level 9's earlier, rather abstract graphics. Instead we have really crisp artist-drawn pictures.

These change in situ, but once displayed, can be pushed up and down the screen to uncover the text behind them. And once you've seen them all, the command WORDS will remove them altogether, (PICTURES will bring them back) and speed up the response.

The latter parts get harder, and offer a greater challenge to the more experienced adventurer. But whatever progress, or lack of it, the player is making, he will be rewarded throughout the game with short commentaries on the reactions of the characters in his presence — often inconsequential, but nearly always amusing. In fact, I found *Ingrid* to be the most genuinely funny of Level 9's adventures to date.

GRAPHICS	**9**
PUZZLEABILITY	**10**
PLAYABILITY	**9**
OVERALL	**10**

CU LETTERS

Birthday

● Unless I am very much mistaken, the October issue was actually CU's 5th birthday. Wot — no big hullaballoo à la C+VG?

Anyways — the only two folk on the team then, that are till on the team now, are Mike Pattenden and Bohdan Buciak. In those days, CU catered for the serious user with a few games reviews thrown in. Nowadays it seems to be the other way round. The longest lasting column was/is. Tommy's Tips. The shortest, I think, is the Play to Win section. How about bringing back Happy Hacker, (possibly under new name?) Letter from America and Tried and Tested. How many people know that CBM have released a whole range of IBM compatible computers. A fact like this really ought to have been published in CU.

Good luck for the next five years.

Owen Birnie
Foshabers
Scotland

When you get to our age you try not to draw attention to your advanced years. Play To Win has been around yonks; the Last Word is the newest. We don't think IBM compatibles are too interesting. See you in another five years!

Observation test

● In *F/A 18 Interceptor* I have noticed that the supposed bug which Mike Pattenden mentioned in his review is not a bug, the plane is meant to float! Haven't you ever seen a floating F/A18?

However, there are some serious bugs, including:

1 You cannot find a car park to park you plane in downtown San Fransico.
2 You cannot go shopping.
3 You do not get mugged.
4 You do not get a ticket for exceeding the speed limit.
5 You drive through the bridges, not over them.

I have also noticed the following:

1 San Fransico is the quietest city in the world — not a single car anywhere — quite different to films.
2 San Fransico has the simplest structure anywhere — even more so than Thargomindah.
3 Demolation crews have flattened most of the city.

Would it be possible to have some info on how to complete the 6th mission in F/A 18 Interceptor — the mission to sink the submersible aircraft carrier? (I have managed to hit it dozens of times, yet it will not sink).

Anthony Long,
Adelaide,
Australia

Thanks for you well-observed comments about Intercep, but you omitted to or point out that San Francisco seems to be completely devoid of sandwhich bars. You don't need to find a car park because parking restrictions don't apply to jet fighters. As for the enemy carrier — are you hitting the conning tower as advised?

Joy boy

● I was sitting at school one day thinking of something new for my 64, (what else do you do at school?!), and the thought of a Joy-Wheel popped into my head. I've never heard of one, if they have existed before then they must be rare.

It's a simple idea, firstly I found a car, (anyone's apart from your own!) cut off the steering wheel, and with a bit of fiddling around, I had left and right, as well as the fire button controlled. Meanwhile with the help of some springs and wood for an accelerator, I was driving madly at no danger to the public!

I guess it would cost £5 over in England, but it is worth the time, as it adds so much to games such as *Test Drive* and *Out Run*.

Peter Shields,
Engadine, Sydney,
Australia

Another helpful, handy hint from our readers. What a useful, inventive bunch you are.

Propaganda

● I have just read the September issue of 'Commodore User' an event which I normally look forward to. However, I feel I must register a protest. In the feature on football fanzines, I find reference to 'scummy NF propaganda' in the last column. I find this sort of writing not only of a gutter-level but POLITICAL — as are all the plugs for 'Anti-Sexism' (whatever that really is!) which are scattered around the magazine.

Commodore Owner's buy 'CU' for computer and games related reasons and not for subliminal left-wing (or any other kind!) political propaganda. Let's please keep it that way . . .

E. Morrison,
Lupset, Wakefield

It was a simple warning, but we take it you don't find NF propaganda scummy. Quite how this is 'gutter level' eludes us — maybe you think the Sun is serious reading. Anti-sexism is, put simply for you, an active stance opposing discrimination against women. There's nothing subliminal about CU, it's just sublime.

History

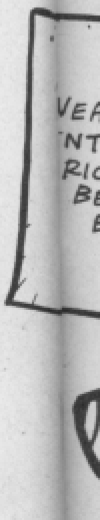
● I have just purchased your latest issue (October) and on reading the various 'news' items littered throughout the mag concerning the legendary *Katakis/R-Type/Giana Sisters/Super Mario Brothers* debate, I felt I had to write.

Who the hell do Mediagenic think they are?? Okay, so they've shelled out a multi-figure sum for the rights to *R-Type*, so what? Does that give the the right to slap writs on every horizontally scrolling progressive shoot-'em up that gets released? If they want to cut a fine point over it, let's get back to basics please.

Cast your minds back to the weird and wonderful halcyon days when the video game industry was a mere youth, the days when you went to the nearest local only to find a teetering tower of ten pence pieces perched precariously on the facia of perhaps the original shoot-'em up – *Space Invaders*. Say what you will about the old dinosaur, if Taito hadn't conceived that gem in the arcadester's crown, who knows what melange of pixels we'd be facing today.

All you devotees of the faith out there will know the evolution of the games we love and hold dear to our hearts today. From the humble *Invaders*, we had sequels and rip-offs galore.

It was when the immortal *Scramble* came onto the scene that the mould broke.





Instead of your ship being confined to the nether reaches of the screen, you now had the option to travel over weird and wonderful worlds, through tunnels, meteorite showers, swarms of alien craft and so on. The end objective was to reach an ultimate goal, the score was irrevelant. Then Konami took this principle and expanded it further in *Nemesis*, the original progressive shoot-'em up. Actually, *Scramble* had clones before *Nemesis* in the form of games such as *Attack on Atlantis*, but Konami can most rightly take credit for creating and developing the idea of 'powering-up' your ship's weaponry.

Since then, Konami have taken that basic format and developed it even further with the introduction of *Salamander*, which gave players the option to play two-up at the same time. This was also the first game to allow 'auto pick-up' for the weapon icons, making it even easier to keep up the perpetual rain of shots in front of the players' ship.

Need I go on? If Medigenic are so sure that they are right when it comes down to slapping writs on every shoot-'em up on the market, perhaps somebody ought to tell Konami that *R-Type* (by previously unknowns IREM) owes a lot to *Nemesis* . . .

It makes my blood boil, especially as I have seen *Katakis* on the Amiga. Okay, so there are elements of *R-Type* in the game, but there are elements of many games in *R-Type*. From what I've seen of the Rainbow Arts game, if I was one of the programmers who conceived it, I would be most upset to say the least because as far as I'm concerned, the team who wrote it have created a masterpiece.

Perhaps Mediagenic are frightened that *R-Type* won't be as good as any of the competition and they're worried about losing their money. Well all I can say is, what harm is a little competition?

We live in a supposed democratic society, surely it's up to the game buying public to decide. Look at *Gauntlet*, when that was released. Did the presence of games such as *Druid*, *Storm*, *Phantom* have any effect on its huge success – No Way José!!

I rest my case (and my computer keyboard).

Steve Gould
Stourbridge
West Mids

Mediagenic has suffered in the past from rip-offs and it must be pretty galling if you've paid six figures for the licence. That said you rightly point out that one game takes a lot of inspiration from another. Perhaps Mediagenic would like to give their view. . .

An old Ed writes

● Something wonderful happened to me a few weeks ago. I picked up my Sunday tabloid trash – and there, right there, on pages four and five was 'Birthday Girl Linda Lusardi' celebrating her thirtieth birthday – which, makes her (once again) exactly the same age as possibly CU's greatest editor Eugene Lacey.

Just thought you'd like to know.

Eugene Lacey
C+VG

Ah, yes, old man O'Lacey. We remember you as a genial, bumbling sort of chap prone to exaggeration and lapses of memory.

THE Thalamus Star

November 1988 **FREE**

ALIENS WIN THE OLYMPICS!

Amazing ARMALYTE scoops world's top awards

EXCLUSIVE by HARRY BARSTOOL

'VHY ZETTLE FOR LESS vhen you can get ze best?!' That's the official comment on Thalamus's brand new bouncing blaster Armalyte – and it comes from Dr Manfred V Flypaper, president of Computer Research Associates plc.

Awesome *Armalyte* has won award after award and looks like being Britain's biggest **WINNER** at the Seoul Olympics, even though it wasn't entered for a single event!

Top sports experts say they're **STUNNED** by the magnificence of *Armalyte* on the corky Commodore 64/128 and have given it their highest accolades!

ZZAP! voted *Armalyte* a Gold Medal with 97% (pages 24)!

A *Commodore User* spokeshack said 'lorks-o-lordy this game is so brill we'll give it a Super Star'! *(are you shure aboutsh thsis? - Ed)*

And *Computer Gamesweek* gave it a Fab award and a super soaraway 93%!

Passion screams

And it's not only the experts who are raving – yes, **YOU** the public have been screaming passionately for *Armalyte* after the **EXCLUSIVE** showing of the biggest blast since the big one at the Personal Computer Show!

A spokesscreamer for the crowd at the Thalamus stand told our reporter: '*Armalyte*!, *Armalyte*!, *Armalyte*!'

Aliens in 'drome

But aliens who attempted to invade the crowd and **DISGUISE** themselves as copies of *Armalyte* were thwarted by plucky PC Show security guard Bill 'Reg' Prescott.

Brave Bill battled for **TWO AND A HALF** minutes with the aliens after he discovered they were unable to wear their identification badges. 'Cor blimey guv,' said a weary but proud Bill, 'it's more than my job's worth letting them creatures in wifout their badges innit?'

Instead, they turned up at a Commodore reception at London's posh Hippodrome nightclub and are now **OFFICIAL** Amiga dealers for Interstellar Zone Four!

THE STAR SAYS: *Britain needs more men like Paul Cooper! (shurely one ish enough? - Ed)*



Crazy Cooper skins baby from Saturn!

IN A SHOCK statement last night top Thalamus sources revealed that game-players now have the right to bare arms – with a super sexy Thalamus T-shirt!

But there is a hush-hush secret behind the trendy Thalamuswear – they are made from **GREEN ALIEN SKIN**.

Cranky Thalamus boss Paul Cooper denied it. 'I deny this,' said Cooper crankily.

But *The Thalamus Star* has **PROOF**: the label says '100% Combed Cotton', which means green alien skin in Cooper's cunning code!

Bleach party

Crazy Cooper claimed that the T-shirts are **WHITE** and not **GREEN**. But *The Thalamus Star* has planted *(shurely 'dishcovered' - Ed)* a bottle of bleach in a cleaning warehouse near the Thalamus office.

And that proves that Cooper has been **BLEACHING** the green skin so it looks white!

THE STAR SAYS: *Will these evil aliens stop at nothing? Look out for a special T-shirt offer soon!*

10 REASONS STILL TO BUY HAWKEYE!

☆ It's really brilliant
☆ *Hawkeye* won a **GOLD MEDAL** in ZZAP!
☆ Play one level on this month's cover cassette!
☆ *Hawkeye* is the best arcade combat game in existence!
☆ It's a snip: £9.99 on cassette!
☆ And only £12.99 on diskette, plus **FREE** demos!
☆ 12 levels of manic action with gorgeous graphics!
☆ There are still more prizes to be won in the Gold Rush!
☆ It's **NUMBER ONE** in the Commodore charts! (Gallup)!
☆ That's ten, and no misteak! *(Shere's one - Ed)*

STOP PRESS – CORRUPTION SHOCK!

A six-minute investigation by *The Thalamus Star* has uncovered a shocking series of bribes in high places. Documents obtained by our sleuth team show that anyone – including Government ministers and senior Vatican officials – who sends Thalamus a cheque or postal order for just £9.99 can receive a cassette copy of *Hawkeye* or *Armalyte*! And the disk copy is a mere £12.99! The bribes are apparently made payable to Thalamus Ltd and sent to Thalamus at 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW!

Dear Dr F . . .



Every month Dr Manfred V Flypaper answers readers' problem's. This month's star question comes from Thelma O'Wapping . . .

Dear Dr F, Last Christmas I got drunk at the office party and, shall we say, bought an Amiga. I regret it now, but it seems to turn my boyfriend on and he always wants to, well, you know, play Thalamus games on it. It has got to the point where he is pestering me to 'load it' for him three times a day. I keep on telling him I haven't got any Thalamus games for the Amiga but he just won't listen and I am afraid there is something wrong with him. Is this normal? What can I do?

It'z your lucky day, Thelma! Very zoon Thalamus vill releaze ze brilliant Armalyte and Hawkeye on ze Amiga, and zey have four new titles on ze vay: Xenodrome, Bamboo, Hel and Search For Sharla. So I vould zay zere vould be zomething wrong viv your boyvriend iff he did *not* go crazy about zis vunderful softvare!

Do *you* have any questions or funny true-life stories for Dr F? Send them to: Dear Dr F, Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

ADVERTISEMENT

GET A GRIP AND WIN AN AMIGA

CU Compo

Those celebrated joystick builders Powerplay rate their sticks so highly that they've told us there's nothing they'd like to see more than a whole lot of CU readers owning them, and one in particular having the chance to plug it into a brand new Amiga. It sounded like a pretty good idea to us.

So here's the deal: one lucky contestant on the CU gameshow Countaround Factor wins an A500, whilst 10 runners-up get then Instant Autofire Cruiser joysticks and a further ten runners-up get either a blue or a black Cruiser. So that's twenty runners-up prizes. Gripping stuff eh?

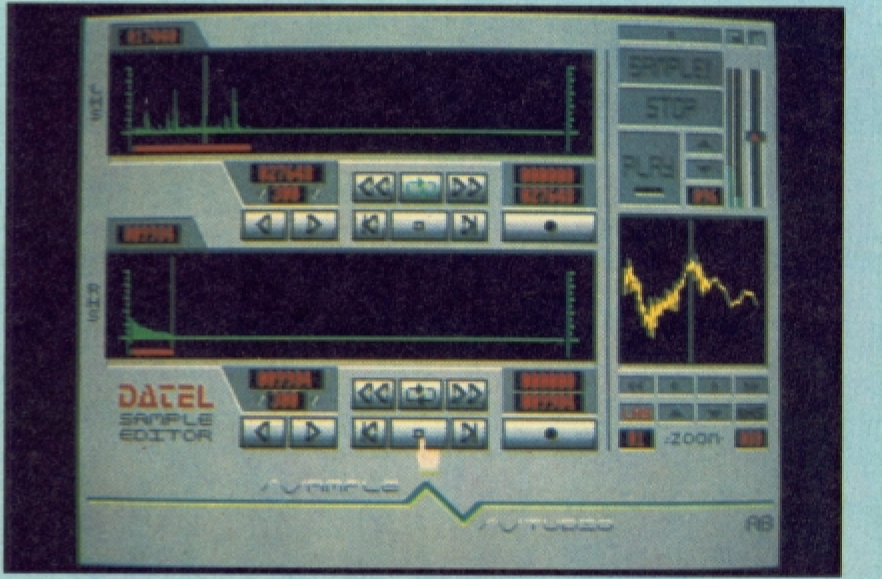
So how do you enter? Below you'll find seven categories we've created for the ideal joystick. What we want you to do is put them in order of importance:



a) Autofire facility.
b) Colour matches your wallpaper.
c) Sound ergonomic design.
d) Tough and durable.
e) Suitable for both left and right-handed people.
f) Eight-way directional micro switch circuitry.
g) Five foot connecting cord.

First card out of CU's compo sack to fit our own *expert* view wins the Amiga, then it's the next twenty who win the sticks. Answers on postcards only please to Powerplay Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU.

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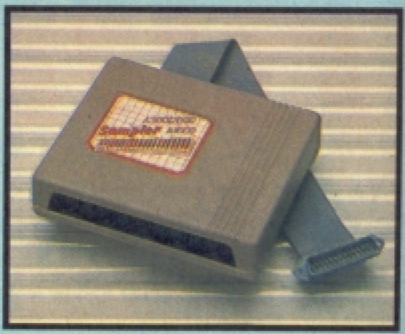
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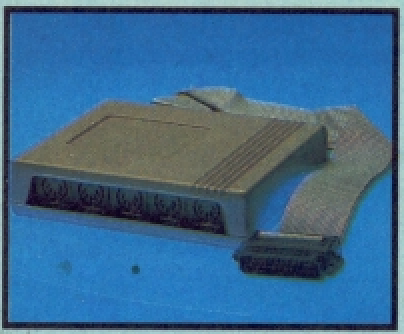
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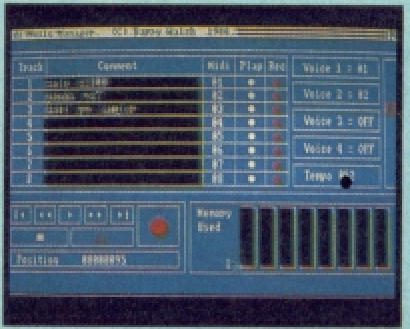
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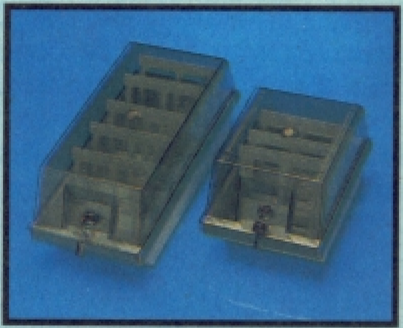


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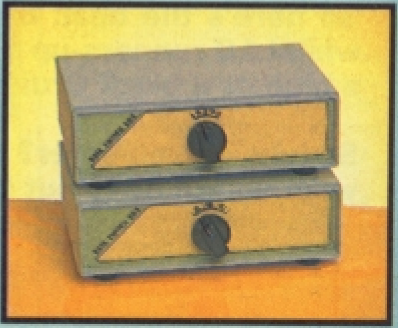
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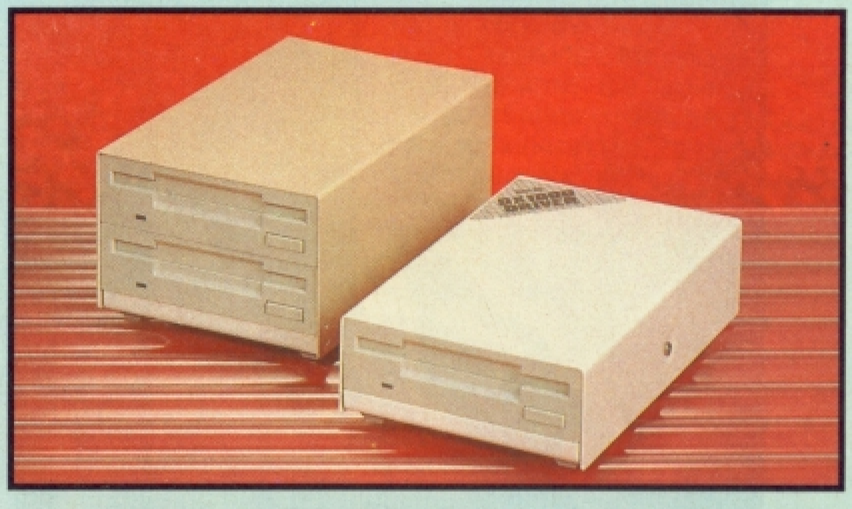
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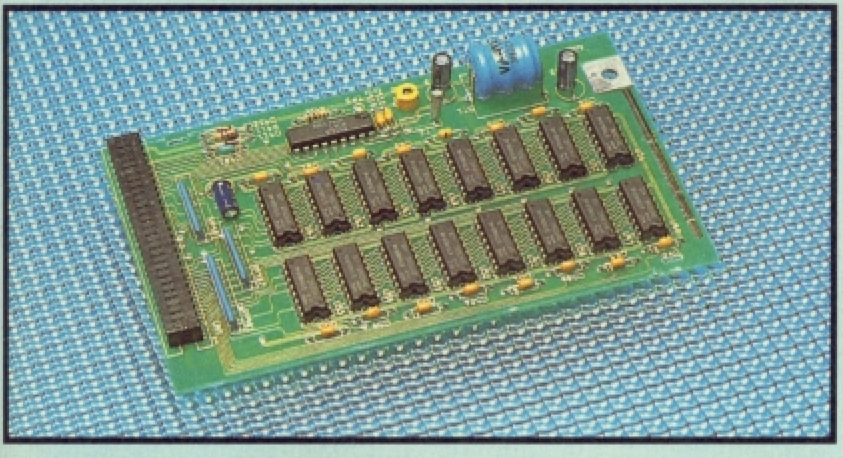
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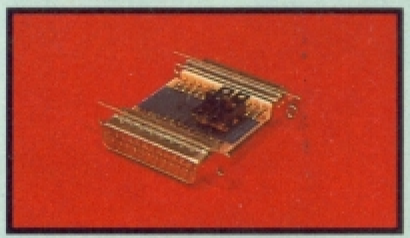


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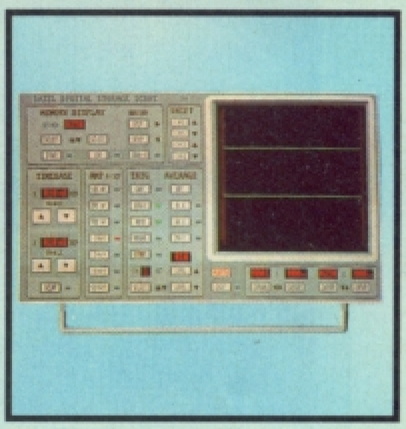
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RUBBER SOULS

THE MAKING OF A SPITTING IMAGE



With the funniest, rudest, crudest comedy since the Young Ones due to return to your TV screen for a new series and the prosect of a computer game from Domark appearing this side of Christmas, CU pulled a few strings to find out just how Fluck and Law make their spitting images. Mike Pattenden made the dummy run . . .

Back in 1984 a comic puppet show appeared that made the muppets look like Punch and Judy. Its humour was mean, vicious, cruel, nasty and, best of all, completely indiscriminate. It held royalty, the Church, politicians, film stars and musicians in equal contempt. And it took the world by storm. Yes, the world. Spitting Image has appeared in specially made shows for the US, Canada, Australia, France, Spain and Italy. In Sweden the huge furniture chain Ikea uses likenesses of national celebrities, 'The Chicken Song' went to number one, and a Ronnie Reagan 'Pet Hate' doggy chew mysteriously appeared in the White House. There are even plans for a Disney-style Spitting World.

Not even creators Fluck and Law can have imagined that kind of success when they registered the 'Spit 'N' Image' (sic) company and took up residence in a disused warehouse in London's Isle of Dogs. They're still there with a large team that works on a kind of puppet production line churning out those cruel caricatures. What's not so well-known is that the rubber dummies began life as plasticine models which were photographed and sold as postcards, posters and illustrations for the media. The transition from solid models to bendy moveable puppets only happened after a painfully slow period of experiment, negotiation and fund raising, with, at one point Sir Clive Sinclair putting money into the project.

Now the making of a Spitting Image puppet is a finely honed art, though still one which requires a good deal of time, care and money. The process begins with a caricature drawing which is normally done from a number of photographs from magazines and newspapers. Like any caricature it involves cruelly accenuating obvious features in people. Easy targets are things like Prince Charles' ears, Thatcher's nose, Jimmy Hill's chin, and the Pope's slappy pontiff's pate.

These pictures are then tacked up on a board and a clay model is fashioned into an evil likeness. Much of the work is handled by staff, but originally Roger Law used to work on the overall bust with



Bob Hoskins and Michael Caine — rubber Cockneys.



Michael Caine at the modelling stage. Not a lot of people know that . . .

Peter Fluck coming later on and putting in the ugly creases and hideous warts that seem to disfigure most of their puppets.

Resin is then painted all over the finished figure to seal the clay so that the fibre glass mould it is used for doesn't stick. The mould is simply a negative of the face which leaves a seam along the middle of the head where it joins front and back. The puppets are either made from foam or latex set in plaster. The latter method is quicker, but the foam is much more durable. The formula is by the way, like Colonel Sanders secret recipe, a closely guarded secret. It's not a wind up when I tell you plastic surgeons have studied its potential. All that Fluck and Law will admit is that there are five chemicals in the recipe and the heads are 'cured' between 100° and 200° centigrade.

With the latex/foam puppet finally 'set', a bizarre looking unit is inserted into the skull. This is the eye mechanism and a cable extends down the spine allowing the eyes to be swivelled realistically.

The puppets are also painted and touched up with those individual characteristics which add to the grim realism of the whole model. Hence you have the dark spatters which make up Kinnock's freckles, or the unsightly drip which is Gorbachev's birthmark.

After that it's on to the wardrobe department where the puppets are dressed — often in clothes from charity shops. Most of the Cabinet, the official book says, is clad by the Spastics Society . . .

It's also here after a week's work in some cases that those final, loving touches are added, like the CND badges which appear on the Queen.

Control of the puppets is far removed from the traditional two-fingers-up-Sooty's-bum technique practised by the likes of old Harry Corbett. Some of the puppets can take up to three people to control them, working the mouth, eyes and arms. It's no lie that it's so strenuous that weight training is necessary for some of the puppeteers.

You'll be able to see the puppets in action again on Saturday 29th October in a special entitled 'Bumble Down: The Life and Times of Ronald Reagan' based on that loveable old dodderer (*shome mishtake here shurely — Ed*) in the White House. It's followed up by a new six episode series beginning a week later. Add that to the 'Spitting Image Komik Book' to be released shortly before Christmas and global domination beckons.



DON'T BE A DUMMY! WIN A SPITTING IMAGE

You've read how the puppets are made, now win one of yourself. Believe it or not Domark are offering an extremely lucky person the once in a lifetime chance of having themselves ridiculed in latex. You'll be invited to the Limehouse studios of Spitting Image on Sat 17 Dec for a tour of the factory where you'll meet other winners from the magazine industry in a play off which involves your best impressions. Oh, by the way Michael Crawford saying "the cat did a whoopsy" no longer counts as an impression. Certain editors will be present and they'll be making fools of themselves too. Mind you some of them make a career of it.

Runners-up can expect to receive one of 20 Spitting Image books, ten videos and two utterly tasteless pairs of Spitting Image slippers. So how do you win? Well let's test your Spitting knowledge first:

1 Which regional TV Channel is responsible for putting out the programme?
2 What does the Thatcher puppet always dress in?
3 Which organ belonging to Ronald Reagan went missing one series?
4 What unpleasant habit does the Roy Hattersly dummy lapse into?

That was easy wasn't it? Now for a tie-breaker — tell us which puppet not yet created should grace the next series?

Answers on a postcard to Spitting Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU. Compo closes Nov 18.

TOTAL BACKUP POWER

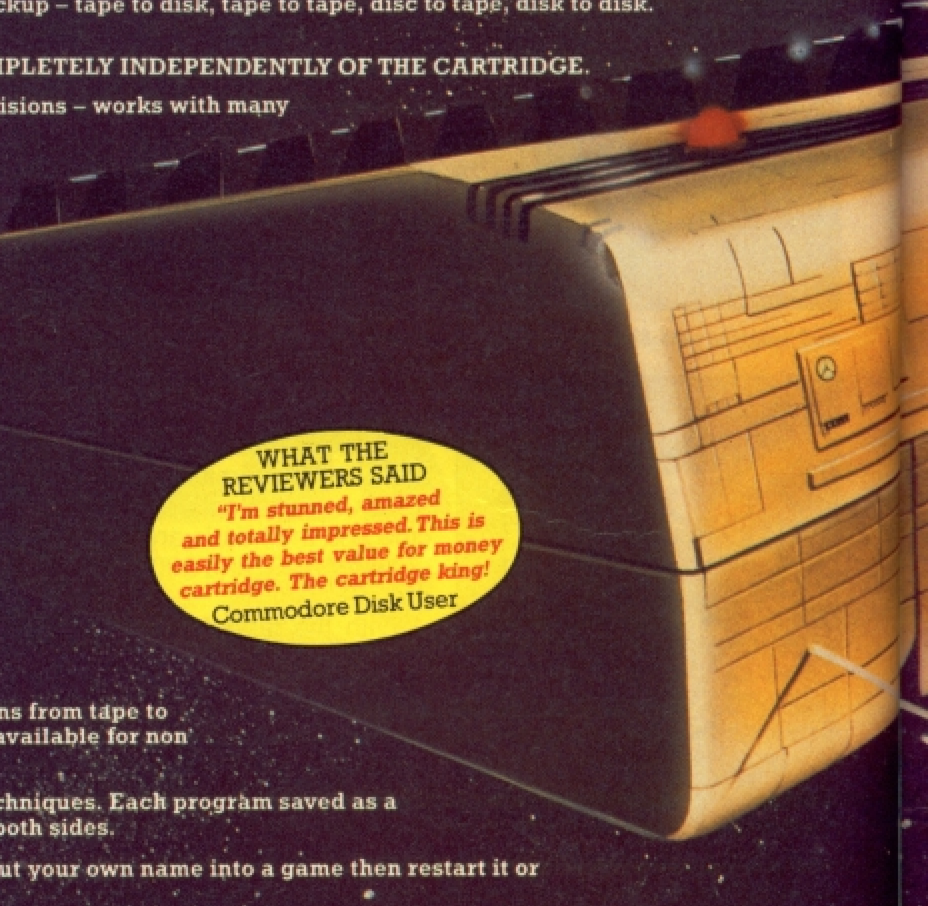
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WHAT THE REVIEWERS SAID
"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The cartridge king!
Commodore Disk User

- **POKES/CHEAT MODE.** Press the button and enter those pokes for extra lives etc., then restart the program or make a backup. Ideal for custom games.
- **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load – a unique feature. Enhancement disk available for non standard multi-loaders (see below).
- **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side – 6 programs per disk, if you use both sides.
- **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it or make a backup to tape or disk. Very simple to use.
- **MONITOR.** Full feature 'Floating' type MACHINE CODE MONITOR. All standard features plus many more:- assemble, disassemble, hex dump, interpret, transfer, compare, fill, hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.
- **DISK MONITOR.** A special monitor for use on the RAM inside your disk drive. All the usual commands – a useful hacking tool.
- **WHOLE DISK COPY.** Copy a full unprotected disk in under two minutes with only one drive.
- **FAST FILE COPY.** Works with standard and Warp 25 files of up to 249 blocks. Converts formats to and from Warp 25.
- **FAST FORMAT.** Under 20 seconds.
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Welcome to the new-look tips section. To keep up with rest of the mag, Play To Win has had a bit of a re-shuffle, and now includes hints, tips, and maps plus POKEs from the now-defunct God-like Genius section. These are all bundled together now, so you won't have to go scouring the mag to find them.

From now on, both 64 AND Amiga games are featured, so any Amiga owners out there with hints, POKEs or maps should send 'em in. There's also a prize for the best entries, of a brand spanking new CU T-shirt, plus a hot piece of software for the Commodore machine of your choice.

So, no excuses — get writing, drawing and poking. The address is PLAY TO WIN,. Priory Court, Farringdon Lane. London EC1R 3AU. To kick off, here's a *Thundercats* listing for all those Amiga owners with two drives or a 1Meg machine — well, there's bound to be one.

THUNDERCATS

```
10 PRINT TAB(10)"** Thunder-
cats cheat © DAVID SLACK **"
20 PRINT: PRINT "Insert your
Thundercats backup disk"
30 PRINT "in any drive and
press a key:"
40 WHILE a$ =""
50 a$ = INKEY $
60 WEND
70 OPEN "R", #1,
"Thundercats-cheat:
c/thunder", 1
80 FIELD #1, 1 AS t$
90 PRINT: PRINT "Would you
like unlimited lives Y/N"
100 b$ = INKEY$
110 b$ = UCASE$ (b$)
120 IF b$<>"Y" AND b$<>"N"
THEN 100
130 IF b$ = "Y" THEN 270
140 PRINT: PRINT "How many
lives do you want 1-255:";
150 INPUT n
160 IF n<1 AND n>255 THEN
150
170 n =n +23770
180 n1 = INT (n/256)
190 n2 = n – (n1 ★256)
200 PUT #1, 19903
220 LSET t$ = CHR$ (n2)
230 PUT #1, 19904
240 CLOSE # 1
250 PRINT "finished"
260 END
270 LSET t$ = CHR$ (24)
280 PUT #1,32410
290 LSET t$ = CHR$ (224)
300 PUT #1,33096&
310 CLOSE #1
320 PRINT "Finished"
330 END
```

This listing allows you to have either unlimited lives or to specify the number of lives that you want. This program only works if you have 2 drives or at least 1 meg of memory.

1. Make a backup copy of your TC (*Thundercats*) disk on to a blank disk.
2. Relabel your backup copy to "THUNDERCATS-CHEAT"
3. Load AMIGA BASIC.
4. Type in the listing printed below.
5. Save the listing on disk.
6. Run the program.
5. To use the cheat version of TC follow the instructions for either 2 drives or for 1meg:

2 Drives
1. Reset your computer and put your original TC disk in drive DF1: (and your TC backup in DFO:
2. TC will now load and run.

1Meg
1. From your workbench disk copy L: RAM-HANDLER to your TC backup disk and also copy C/COPY to your TC backup disk.
2. Change the file S/STARTUP-SEQUENCE on your TC backup disk to read "COPY C/THUNDER RAM:" and press RETURN.
5. After a short time you will finally be able to play your cheat version of *Thundercats.*

Thanks to David Slack of Kent for that one.

BACK TO THE FUTURE

We had a cry for help from D Rochelle last month, who couldn't get past 'PRESS PLAY ON TAPE' with *Back To The Future*. It just so happens that someone sent in the entire solution. Unfortunately, his name has gone missing. But thanks, whoever you are . . .

Give the Love Poems to George, His picture turns green and he will then follow you. Take him to the hall, and freeze him with a guitar.

If Lorraine is not in the hall, go and find her — she follows you automatically. When you enter the hall, walk past George and pick up the guitar. As Lorraine walks past George and touches him, freeze her with the guitar.

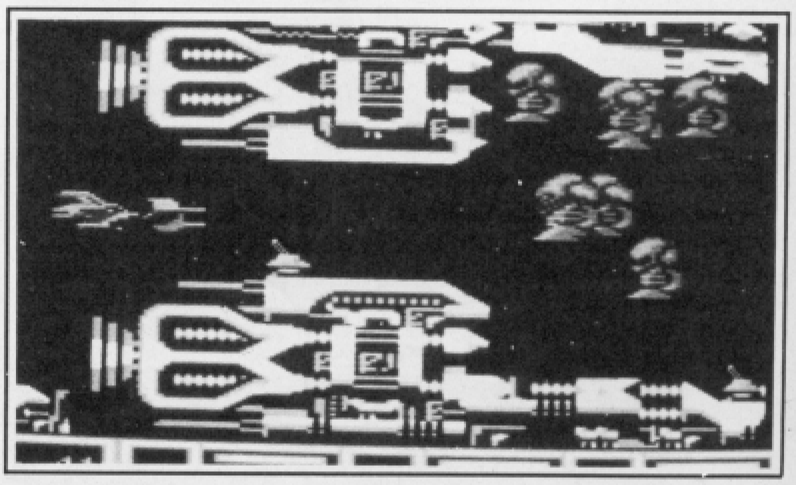
The family picture on the right now starts regenerating, and continues until the guitar wears off. Rather than wait around until this happens, go to the coffee shop and wait. Biff soon appears. Give him some coffee; this freezes him and keeps him out of your way for a while. Go back to the hall. If Lorraine and George start moving, then repeat the process as above.

Once the picture is complete once more, go to the Doc's house. Enter, then exit, and the sports car whisks you back to the future. Easy, really.

KATAKIS

Hi! Güttentag, Deutschlander der compütervolks. Ole Peter Galasen from Norway has a cheat für der *R-Type* verboten program *Katakis*, (Amiga version available en Deutschland only). To activate dem trainer mode press 'Y' after inserting the datadisk. Take der One/Two player selection, followed by der maustaste in port zwei. Press right maustaste feuren until das spiel loaded. You have now infinite Katakisvessel. Gut, eh?

Not R-Type *at all. No siree. Nope.*



APOLLO 18

Anyone whishing to perfect their astronaut training on EA's Apollo 18, should thank someone called *WHO* for this quickie: Reset the game on the title screen and type POKE 2356, ★: SYS 2335

Replace '★'with the numbers 1 to 11 to practise any stage you wish. . .
1 Mission Control
2 Docking
4 Course Correction
6 Lunar Landing
7 Eva, Moonwalk
8 Lunar Lift-off
9 EVA, Spacewalk
11 Re-entry
(Did you know NASA send astronauts to the Ed's parties so they can become acclimatised to places with no atmosphere?)

ASTERISK CORNER

While sauntering through other people's code, David Lumb of West Yorks has found more messages from the authors. . .
Arkanoid II*: F off out of my code you t**t!**
Mario Brothers*: A**e-licking w*r!**
***Rambo*: Get lost**
Mega Apocalypse*: Hackers F off and die (a sentiment also echoed by the authors of *Last Ninja*)**

PLAY TO WIN

Well really, Mr Nicol! If anyone else gets told to go away (or words to that effect), let us know — it beats reading POKEs all the time.

ARKANOID II: REVENGE OF DOH —

If you're still struggling with *Arkanoid: Revenge of Doh* (and I think there's probably quite a few of you), type DEBBIE S on the high score table for infinite lives. What, it's that simple? Yes. And what's more, to show his affection for Miss Spencer, the author has left a secret message which you can read by holding down the function keys. Everybody say aaahh. . .

JET SET WILLY II

A couple of issues back. AV Buckland of Middx (amongst others) sent in a heart-rending plea for assistance with the old chestnut *Jet Set Willy II.* Ever keen to help, Carl Twynham of Hants has provided the following listing which allows you to POKE the guts out of it. . .

```
10 FOR A = 355 TO 427:
READ Z: POKE A, Z: NEXT
20 INPUT "Speed (1 to 10)";
A: POKE 374, A
30 INPUT "Infite lives (Y/N)"; A
$: IF A $ = "N" THEN POKE
380, 173
40 INPUT "Abolish Sprite Colli-
sion (Y/N)"; A$: IF A$ = "N"
Then Poke 370, 173
50 INPUT "Fall Any Height
(Y/N)"; A$: IF A$ = "N" THEN
POKE 357,173
60 INPUT "Movement of prac-
tice levels (Y/N)"; A$: IF A$ =
"N" THEN POKE 385, 173.
70 INPUT "Use F1 As Trans-
porter Beam (Y/N)"; A$
80 IF A$ = "N" THEN POKE
390, 173: POKE 395, 173:
POKE 400, 173
90 INPUT "Objects Required
To Finish (0-999)"; A$: A$ =
Right $ ("00" + A$, 3)
100 SYS 419
110 DATA 169, 174, 141, 98,
84, 169, 1, 141, 25, 115, 169,
96, 141, 32, 115
120 DATA 206, 9, 84, 169, 4,
141, 160, 78, 169, 109, 141,
244, 81, 169, 173, 141, 198,
98, 169
130 DATA 76, 141, 233, 75,
169, 13, 141, 234, 75, 169,
75, 141, 235, 75, 76, 0, 56,
169, 99, 141
140 DATA 148, 130, 169, 1,
141, 149, 130, 76, 150, 130,
32, 86, 245, 169, 1, 141, 215,
3, 96.
```

PLATOON

For all those people unfortunate enough to have bought *Platoon* for the Amiga — tough. The game, that is. If you are still struggling on the first section — and I wouldn't be at all surprised — type "Hamburger" on the title screen.



Now press f4, which takes you straight to the village. Go to the far left hut and collect the torch from the round pot. Now go two huts to the left and collect the map after shooting the guard. You can now go to the next hut on the right, go down the trapdoor and play the second level with a full(ish) complement of men.

QUADRALIEN

The CU team weren't too impressed with this Amiga arcade adventure shoot em up thingy, but if you DO have it and want some help read on.

MODULES/ROOMS:

Rooms are of increasing difficulty, starting with module 1 (at 12 o' clock) getting harder up to module 6 (clockwise).

In module 3 all items on the floor are hidden and so a robot with a built in Geiger scanner is esential. In module 4 all floorbound radioactivity is hidden and so a Geiger scanner is again essential, although any robot can collect a scanner in the room itself and use it. Lazers are disabled in this room so wits and intelligence are most important.

Module 5 is in darkness although the lights will come on when a robot sits on a lighting point. Thus it may be a good strategy to start off by looking for a lighting point with one droid, then use the other for the clearing operation.

GAMEPLAY AND GENERAL TIPS

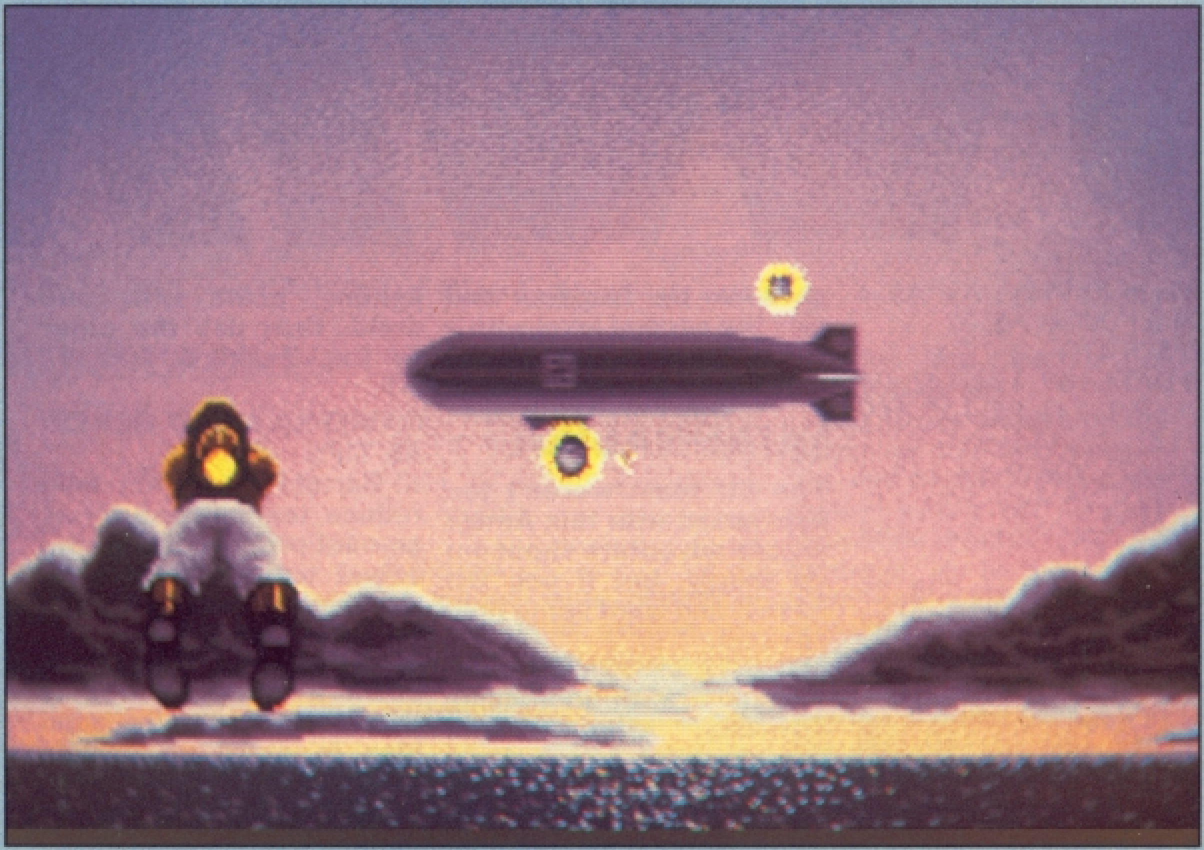
1) Barrels of coolant fluid reduce temperature by an amount proportional to the actual temperature. Thus the higher the temperature, the greater will be the effect of sending a barrel down a chute. You may therefore find it a good idea to store up barrels near chutes, until the temperature gets rather high.

2) Temperature increase rate is linked to puzzle difficulty and entropy. To minimise this rate, keep entropy as low as possible and only tackle more difficult rooms when you have discovered sources of coolant barrels.

3) Energy cells increase your TOTAL energy by 1000. The maximum level of total energy is 20000 and consequently there is no point in taking any until your total energy has been depleted to at lest 19000 (this depletion takes place during robot recharging).

4) In addition to this total energy, each robot starts a level with its batteries full. Therefore, to make full use of your energy supply, use as many different robots as you can.

5) Touching a Quadralien will drain a robot of 1/16 of its energy and is consequently to be avoided. Where such contact cannot be avoided, use a robot with a low energy status to minimise loss. Marina and a blue Quadralien will, of course, be mutually repellant and therefore her energy drain in such situations will be vastly reduced. With Spud, however, things are reversed — he will attract red Quadraliens and is consequently more susceptible to energy drain.



Taking on the zeppelin.



Make sure you don't blub your lines to Jane.

Having trouble defeating the Hun?
Having a Nazi experience?
Gary Whitta has finished *Rocket Ranger*, so we picked his brains.
Not very much there, but still . . .

ROCKET

THE WAR ROOM

Your main priority in the War Room is to find either one (though preferably both) of the two Nazi Lunarium plants. Until you find these, there's absolutely no way you'll be able to complete the game. At the start, remove your agent in Germany and place him, along with the other four, in assorted countries in Africa (eg Egypt, East Africa, Kenya, South Africa) as one of the Nazi bases is nearly ALWAYS there, somewhere. If an agent finds a rocket base, immediately remove him and reposition him elsewhere. The same goes if they find something like a brainwashing plant or if they tell you about lunarium traces or Nazi radio signals.

Don't spend more than 10 whole months at the Fort. If you still have not found the base after 10 months, abort and try again. As soon as you find the Nazi base, organise resistance and fly straight to it. If one of your agents is caught, just carry on. If you lose more than two, restart. NEVER order agents to maintain a high profile as they nearly always get caught.

THE NAZI FIGHTER PLANE GAME

A bit of a toughy at first, but easy enough when you know how. Always keep Cody positioned so that you can see his back and not his belly. With your finger holding down the fire button, stay near the bottom of the screen and wait for the fighters to appear. When they do, maneouvre so you are directly below them and let them have it. If you're

PLAY TO WIN

lucky you'll come out unscathed.

THE ACK-ACK GAME

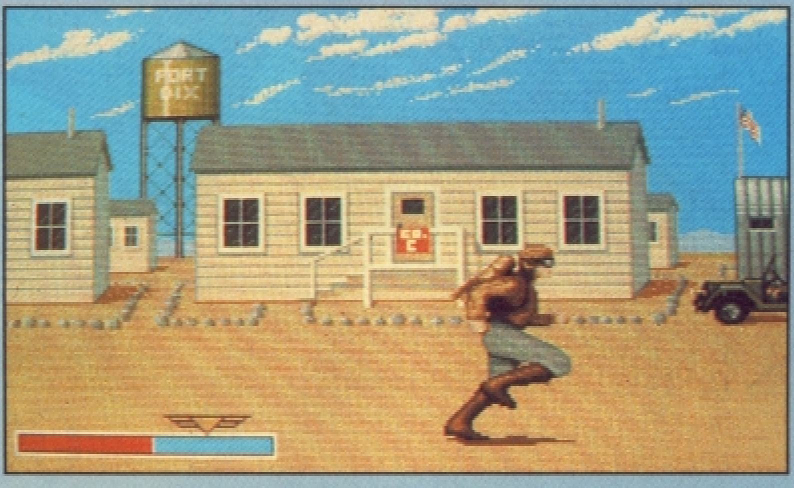
Attacking the Nazi Lunarium base is a piece of cake. Just avoid the flak (a doddle) and remember to fire slightly prematurely at the gun emplacements to allow the Lunarium to spread once it has hit the ground.

HAND TO HAND COMBAT

Simple really, just punch the guard in the head when he blocks to his body. You don't need to block yourself until about the third fight. Keep punching relentlessly and you'll emerge victorious.

THE TEMPLE SHOOTOUT

Keep pulling down on the joystick to keep Cody covered while the machine guns are firing. When a window opens, rush over so you are directly below it and open fire (you get about three seconds before it fires). When all the windows have been knocked out, a door in the centre opens to let you in.



Just a small point, but watch your take-off.



Die, and Roc tumbles out the sky.



THE ZEPPELIN

Fly out to the Atlantic (easy enough) and you intercept the zeppelin automatically. On the first screen, concentrate solely on blowing away the rocket torpedoes. You can't hit the zep at this range so don't try yet. On the second screen, fire a few ranging shots before you attack and then try to hit the canopy below the main airbag (try to allow for the bobbing up and down of the zep). If you succeed, the canopy flashes green and you are taken inside to meet the prof and Jane. The correct answers to Jane's questions are:

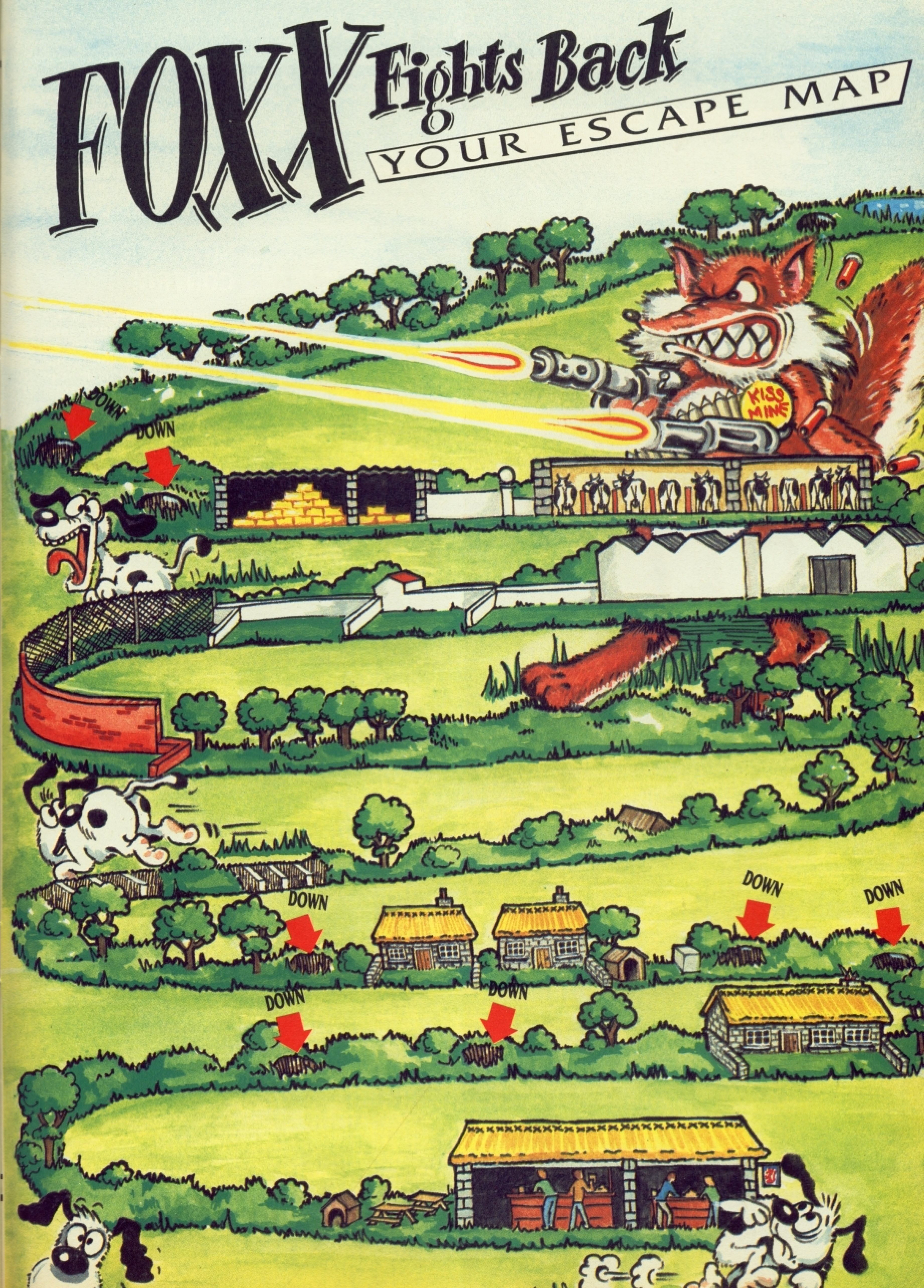
1=I'm on a mission from god.
2=I'm only just warming up.
3=You'll never believe me (or words to that effect).

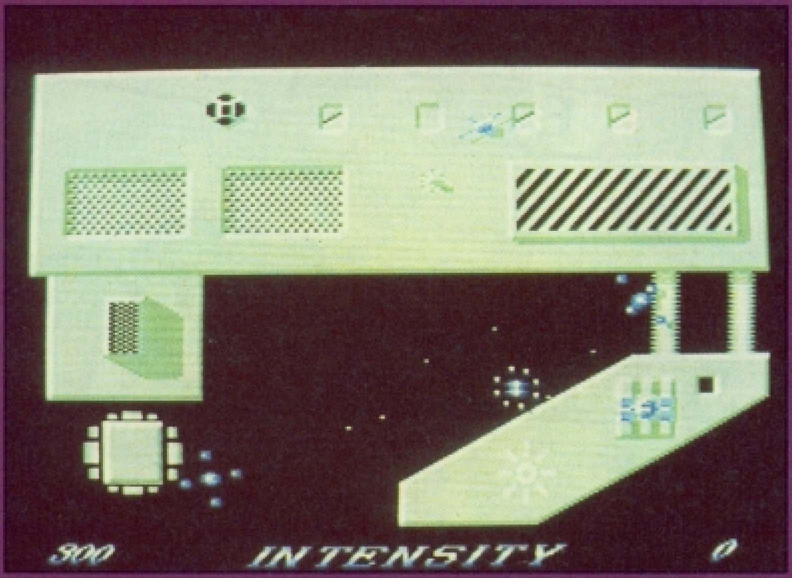
THE FINAL SHOOTOUT

Reeeaaaally tough is this one. Keep on firing (only duck when absolutely necessary) because the final game is played to a very strict time limit (due to your eyesight being weakened by the large quantities of Lunarium). The female lunar death slappas fire directly down at you, making aiming very difficult. The trick is to fire on them before they get a chance to attack, ie while they're sliding down the ropes. There are plenty of zombies to waste so don't hang about.

Basically, you'll have to rely on practice and good luck but these should set you off on the right foot.

RANGER


FOXX Fights Back
YOUR ESCAPE MAP
DOWN
DOWN
KISS MINE
DOWN
DOWN
DOWN
DOWN
DOWN



Andrew Braybrook has been dragged away from his current ST project (faint cries of 'traitor' in the background) long enough to put dot matrix to printer and cursor to pixel, in order to bring you some hints 'n' tips on his latest game. *Intensity*. Take it away, Mr B . . .

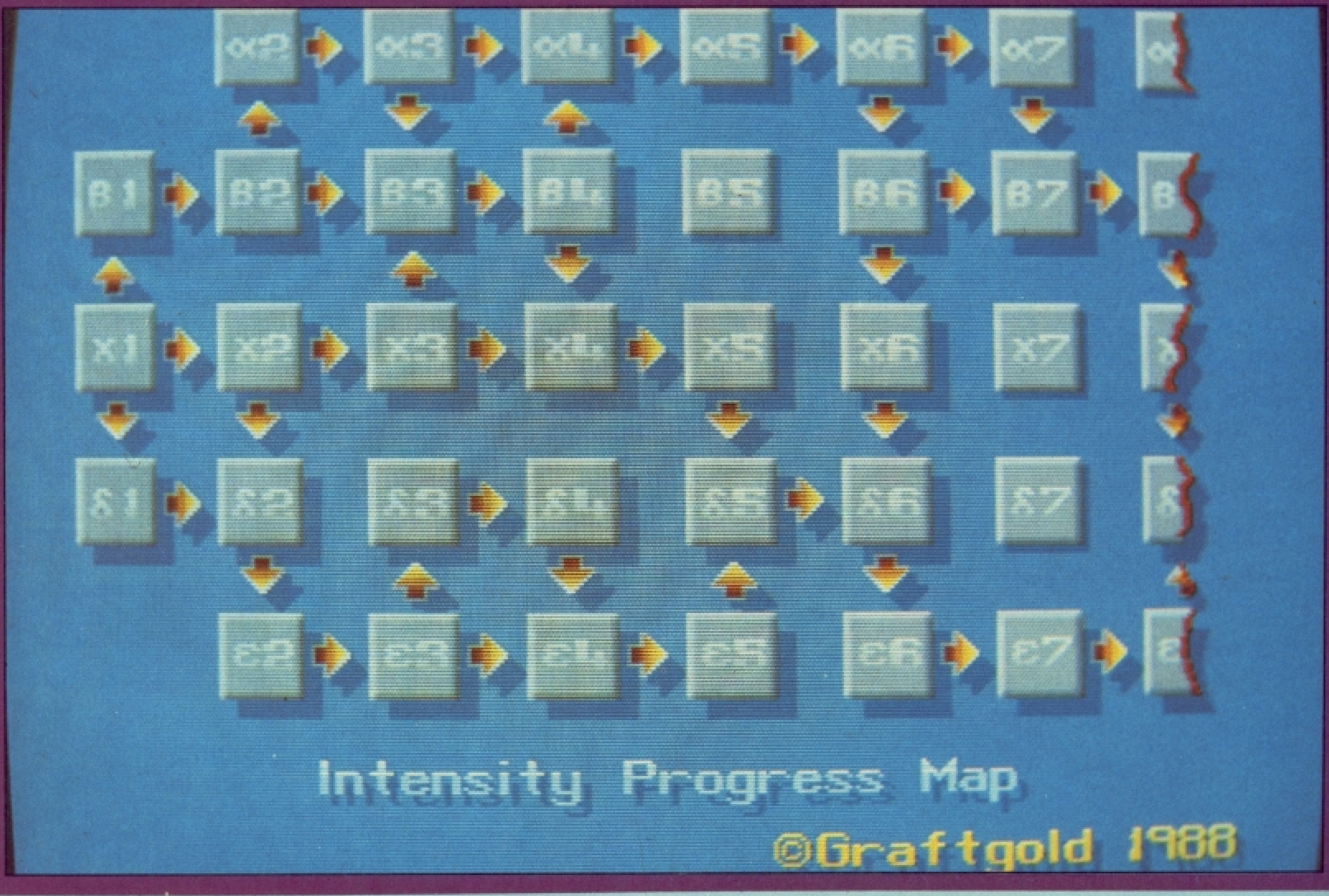
INTENSITY

Intensity is a fast arcade-style game featuring 78 levels or screens and a duel craft mode. The levels are arranged in a 5 × 16 matrix and are linked by one-way exits. Not all exits are present so only certain paths are available to lead you from the start screen on the left to one of the five final screens on the right. Since there are a large number of different routes possible plan out your route carefully based on which shuttle you intend to reach and whether you are just trying to get there or are playing for points.

Any one route could take you through anything from 20 to 30 screens. You have only 50 time segments in which a new craft may be bought, although the game continues beyond that segment. Thus if you choose an inefficient route then new craft may not be avialable in the later stages. However, accomplished players may try to pick the longest route deliberately and buy as little as possible to collect all the bonus points from having 99 RU in the bank.

SKIMMER CONTROL

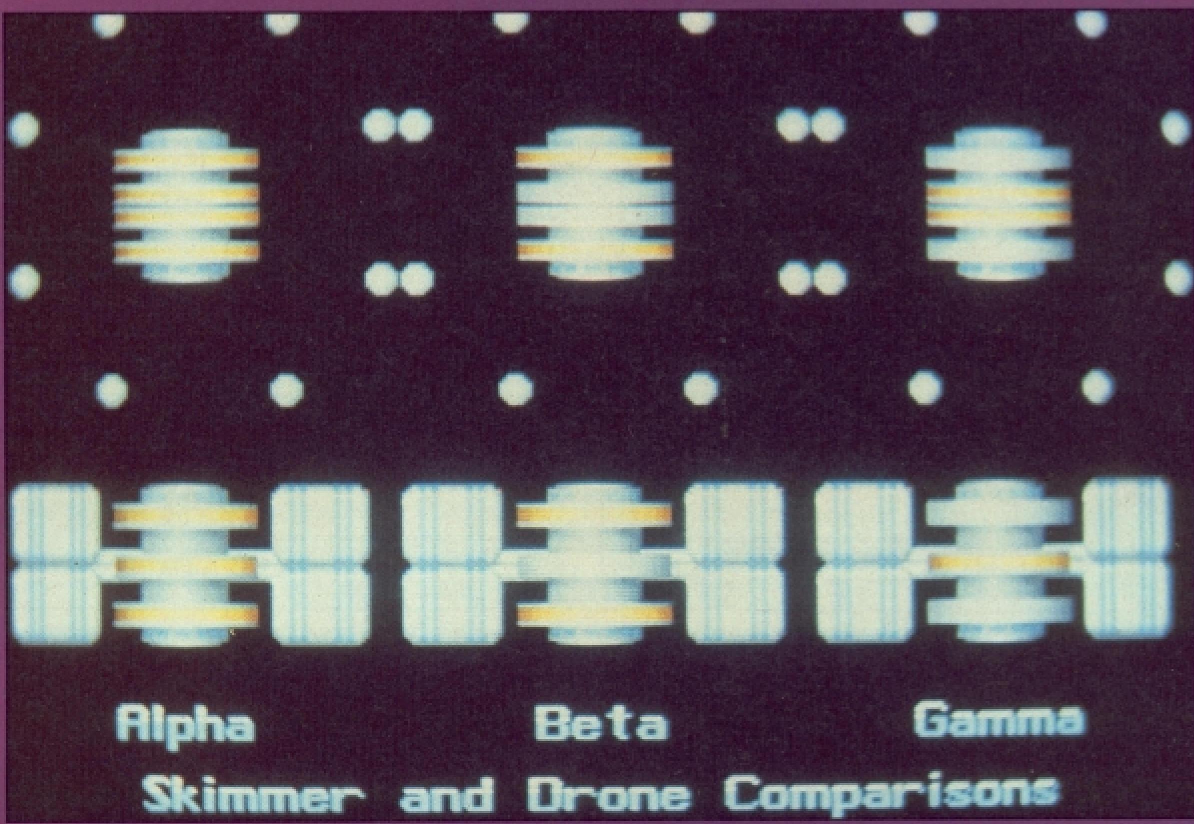
Controlling the skimmer and drone is fundamental to mastering the game. All the objects in the game cast a shadow onto the surface of the platforms. You can use these shadows to judge the height of various ground features and also the height of the spores and trackers flying above the surface. The drone has a maximum flying height which only has impact after about layer six where high walls are present; The drone must be guided around such obstacles. The three different grades of skimmer behave differently. The gamma skimmer is slow and must avoid many



tall obstacles as its maximum flying height is very low. It is imperative that you keep a close watch on the grade of your skimmer and assess quickly where it can fly.

Try to keep the skimmer away from the drone as much as possible. A warning sound is made if the two are too close.

The colonists should be picked up quickly. As time goes by the pace of the whole game accelerates; the time spent on the current screen is taken into account as well as the overall time segment. Try to land the drone in a place where colonists from more than one airlock can reach it, preferably with as direct a route as possible.



ALIENS

The alien mutations should be dealt with at the earliest opportunity. They become more dangerous as they mutate. The spores are naturally afraid of the skimmer and tend to move away from it. They may be chased into the corners or onto the drone to kill them. Although there are no bullets in the game, ramming the aliens does kill them quite effectively. The stalkers must be dealt with immediately as they look around for a colonist and give chase if close enough. Since the colonists are heading for the drone they are usually near to it. Should they be caught, avoiding the resultant nuclon will be virtually impossible. Nuclons take a zig-zag path to the drone. On early layers they move in wide sweeps and may miss they will not miss on later ones. The podule mutation is the last chance to destroy the alien before it becomes a tracker. Once it's mutated into a tracker, it will lock onto one of your craft, usually the skimmer, but as time goes by they realise that the drone must be destroyed also. The tracker chases its target relentlessly, and can avoid many obstacles by flying round or over them. Eventually it will burn itself out if it does not reach its target.

Mutations may be destroyed by other methods than ramming them. The 'R' symbols released from the exit destroy all mutations except the nuclon, self-destrucing in the process. Only the bonus key can destroy a nuclon, but this is quite a sacrifice. The aliens also destroy each other, so steering round a spore whilst being chased by a tracker could cause the two to collide and be destroyed.

TACTICS

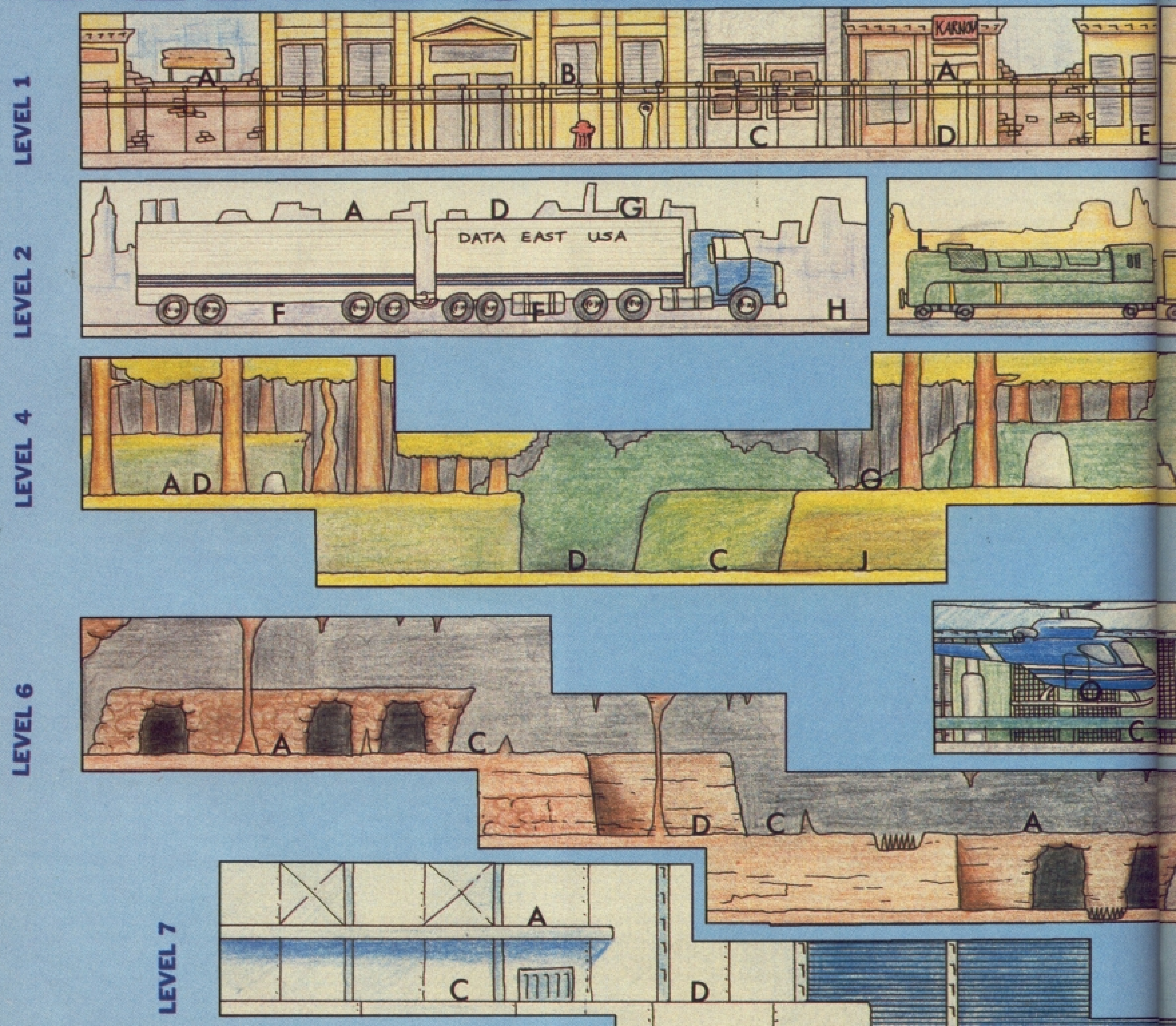
It is best to begin playing the game by attempting to reach the epsilon or delta shuttles. Do not stray onto beta or alpha platforms, all of the aliens and the bonuses move slower on this side of the station. As you move nearer to the shuttles the maximum number of aliens increases, as does their flying height, so they begin to be able to clear high obstacles. It is also more likely that a bonus key will appear instead of an 'R' symbol. Only one will appear per platform and it is a very valuable item to collect. As time segments pass the spores spend less time before dropping to the surface as stalkers; the stalkers tend to stand still rather than jump around aimlessly when they cannot see a colonist; the colonists' air supply shortens; the trackers live longer; and the nuclons live longer. As time passes on a particular screen the bonus symbols last for less time, more aliens appear, and everything else speeds up.

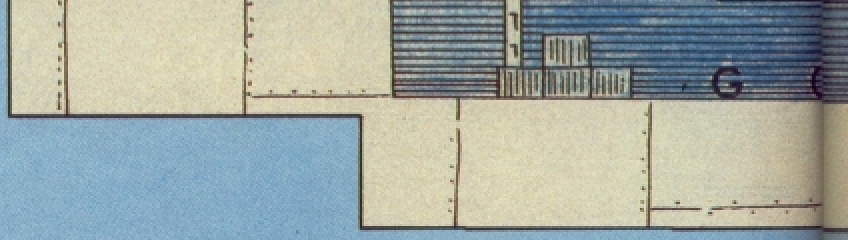
Reaching a shuttle ship and completing layer 16 allows all rescued colonists to board the shuttle before it launches. Each final screen features a different 'mobile text font' and the shuttle is named. Determined players who reach all five different shuttles in one game session will see a bonus screen with the splash effect text font.

Never leave it to the last minute to replace destroyed craft. The 'auto' function in the buying phase always recommends that you have at least 3 of each type of ship ready for use. Alpha craft are best to buy if you can afford it, and they are cheaper on the epsilon side. Gamma craft should only be bought as a last resort as a stop-gap while waiting for another better craft to be built. On later layers an alpha skimmer is essential to navigate the many walls present.

Highest scores are achieved by visiting as many platforms as possible, with as many on the alpha side as you can and by saving your money. Once 99 RU are in the bank and your are using alpha ships, then bonuses really start to mount up. My top score to date is 369,500, reaching the alpha shuttle. Good luck!

DRAGON NINJA

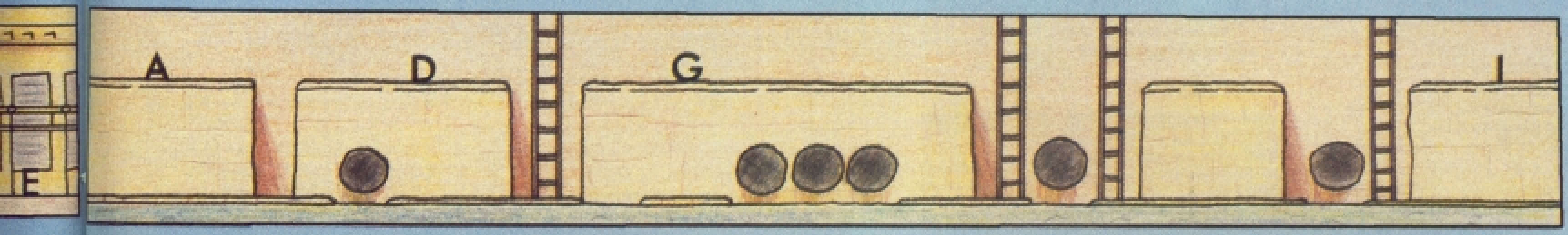




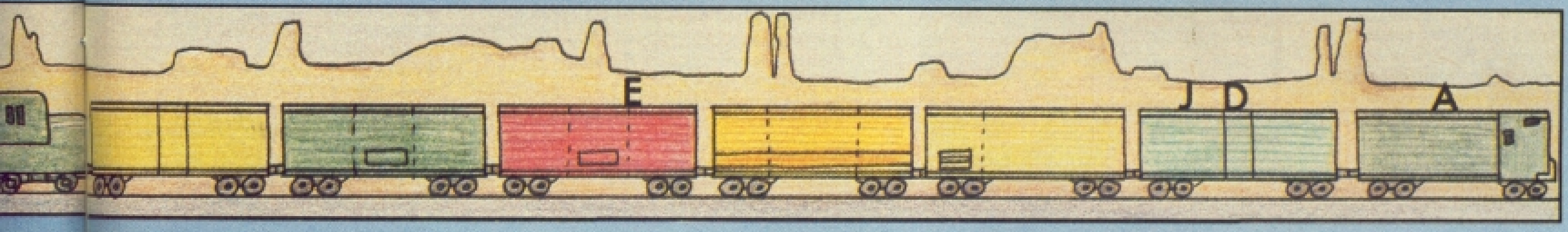
Dragon Ninja is Data East's recent oriental beat 'em up, which follows the fortunes of two bad dudes (it was originally called Bad Dudes vs Dragonninja) as they fight their way through eight levels of ferocious opponents in order to face Dragon Ninja himself, and free President Ronnie from the creature's grip.

The following map should help ease the burden of combat, and should also be useful when the Ocean version appears in January.

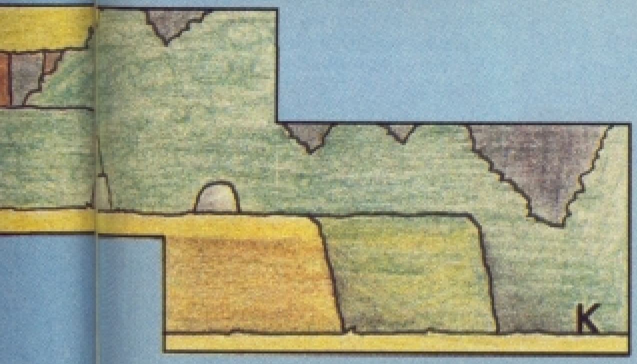
PLAY TO WIN



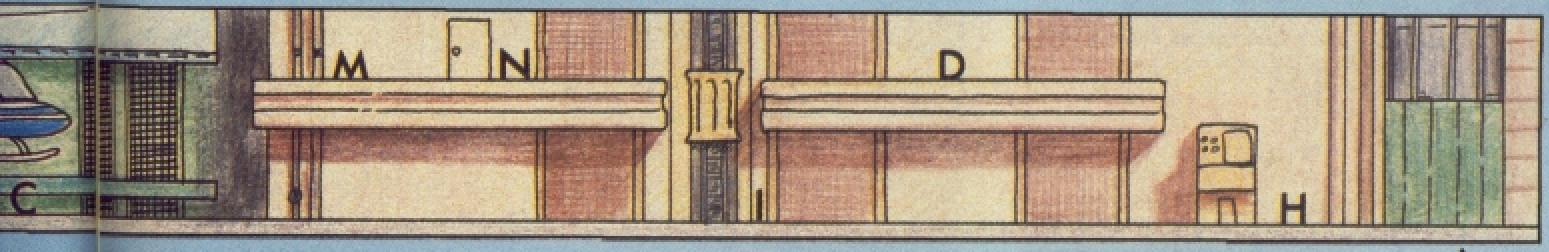
LEVEL 3



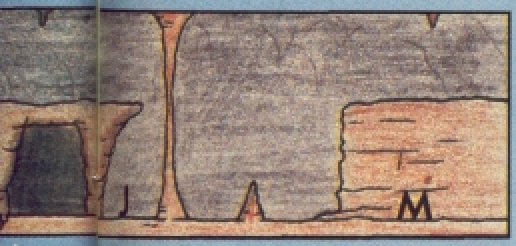
LEVEL 5



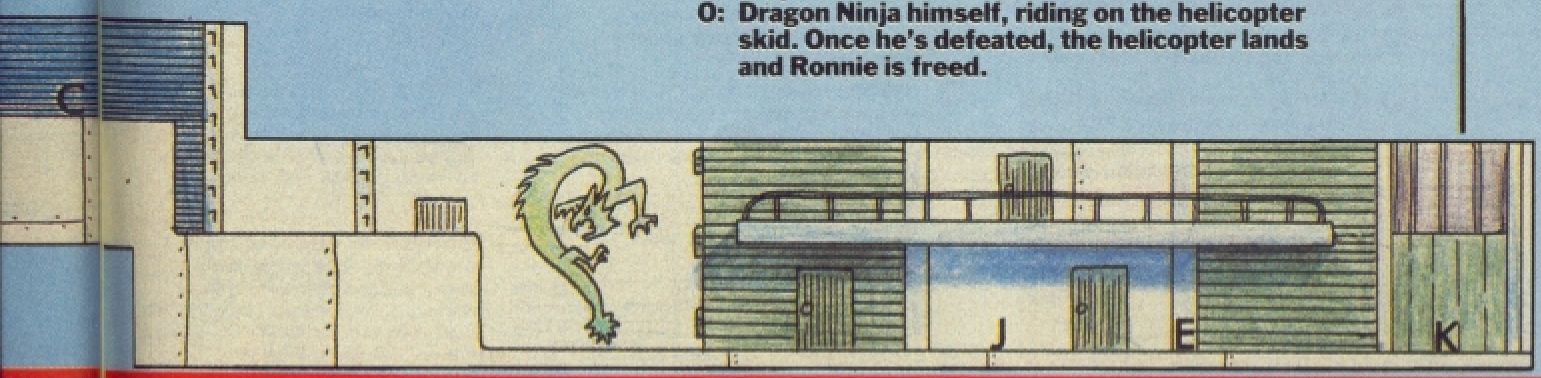
A: Blue, black and red hooded ninjas
B: The Data East truck drives past with eight blue ninjas on board
C: Dogs
D: Hooded ninjas bearing swords
E: Large Karnov-like character that breathes fire and has a pot belly
F: Cars appear alongside the truck carrying blue ninjas. A total of seven cars go past, carrying nine men altogether



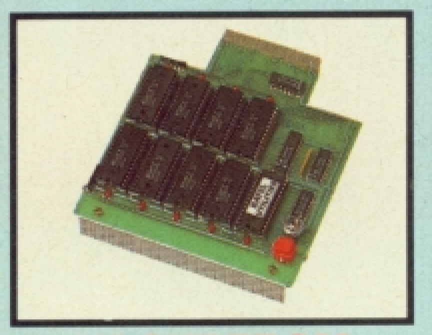
LEVEL 8



G: Monkeyman
H: Chimp-like character carrying huge claws on either hand
I: Multiplying ninja splits into eight men who must be defeated separately
J: Fire man runs past and must be hit several times. He then changes into a red ninja
K: Large, armour-plated warrior who indulges in acrobatic somersaults and drop-kicks
L: Ninja warrior clad in leather
N: Ninja with a ball-and-chain
O: Dragon Ninja himself, riding on the helicopter skid. Once he's defeated, the helicopter lands and Ronnie is freed.



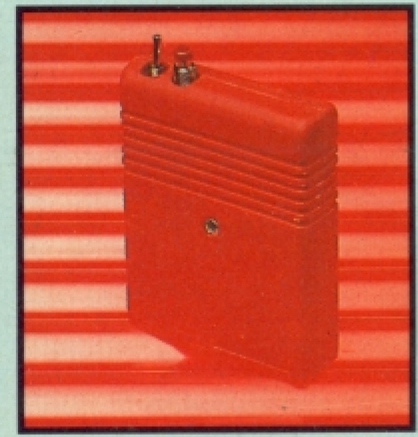
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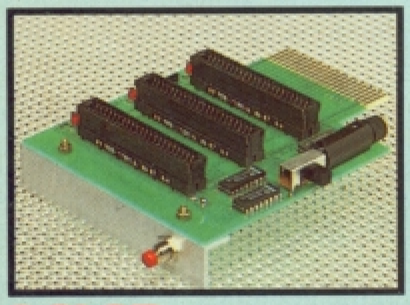
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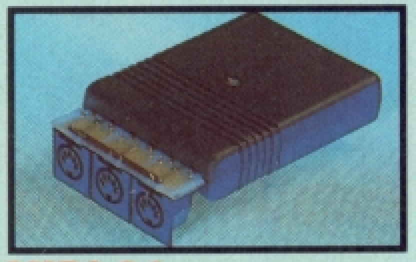


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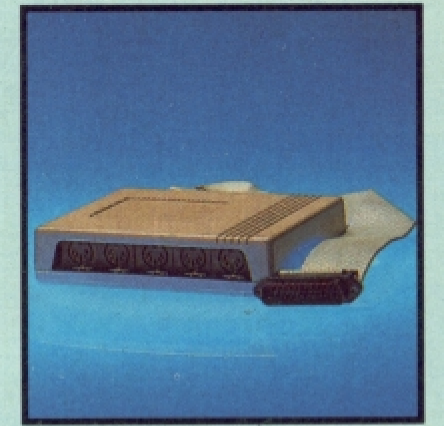


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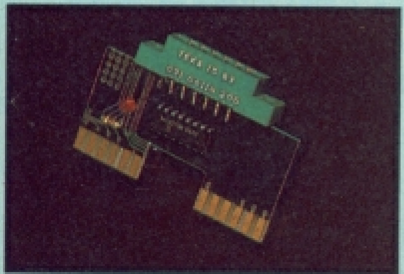
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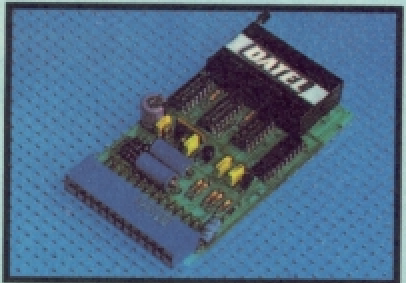
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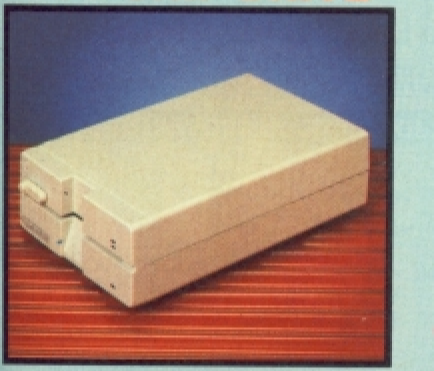
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ASSAULT

ATARI
3 x 10p

No doubt encouraged by favourable feedback from the game-playing public to *Vindicators*, Atari have just released their second genuine tank-control combat game. *Assault*'s controls, like those of its forerunner, consist of two joysticks with triggers mounted in each.

The tank you're controlling here is trundling through a rugged, enemy-cluttered planet. Almost as soon as you appear on screen, you're beset by hordes of ironclads backed up by now-you-see-'em-now-you-don't underground missile silos and larger war machines.

Viewed from above, *Assault* features some impressive multi-directional scrolling. While you obviously want to blast as many of the critters as possible in the process, the ultimate aim of your roamaround is to get out of each level and on to the next as quickly as possible. As you weave around the barren terrain an arrow will flash from time to time, indicating the direction you need to head in to reach the level exit.

The tank controls allow for fairly rapid turning and direction changes, causing the whole landscape to judder impressively as you take violent evasive action or head for a fresh target. The ominous rumbling sounds that accompany these rapid multi-directional shifts are also daunting, increasing when your tank attempts to make its way across rocky ground.

Apart from the obvious full-forward and -backward drives and left- and right-hand wheels, the controls also allow you to bank (thereby reducing your target area) and even do a wheelie. If you attempt this last manoeuvre while simultaneously squeezing the fire-buttons, your tank lets off a thermo-nuclear style smart-bomb type blast rather than just the regular single shot one.

On each level you'll find a special anti-gravity pad which you can roll onto in order to soar, for a brief time, into space high above the battle-ground. This has the duel effect of allowing you to get your bearings and also to rain bombs down on all the enemy vehicles massed below. Soon however you drop back to earth and have to continue on the infinitely more hazardous journey at ground level.

As you near the end of each level you'll start encountering huge, rapidly firing gun emplacements, which require all your skill and ingenuity to defeat. If you succeed in bettering these fiercesome hulks — and of course the ever-present minor metallics which continue to swarm about all through the level — then you'll be transported to the next area of combat.

Assault is not the kind of game which allows you to cruise for long. The action is tough and relentless, with plenty of skill, timing and quite a bit of sheer brawn called for in steering your little tin tub out of trouble.

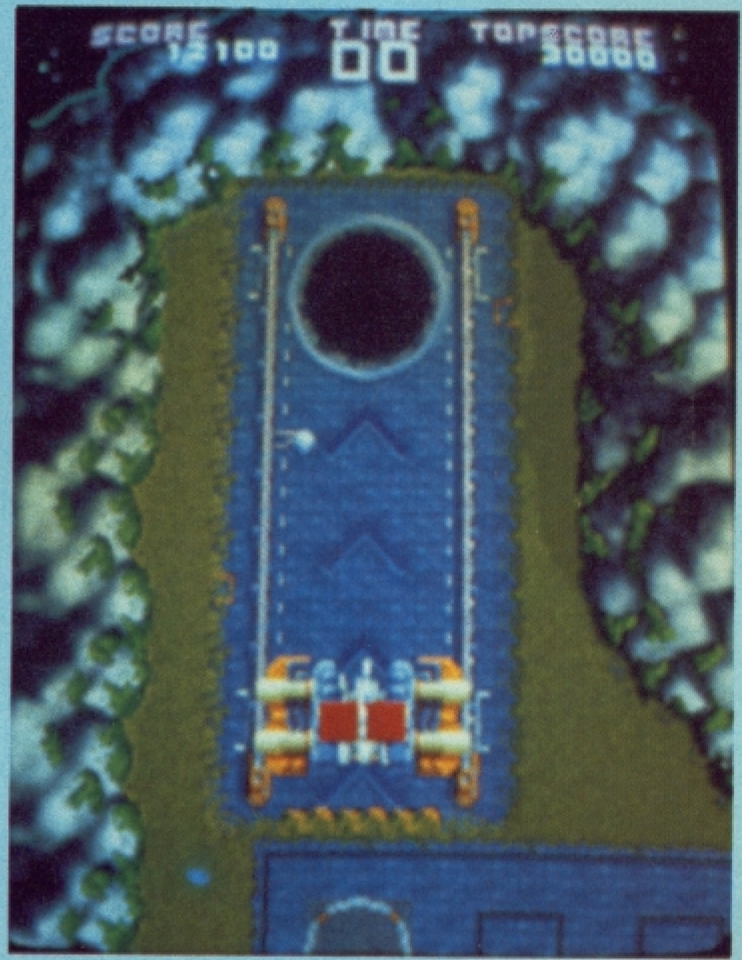
Happily, any frustration you feel can only reasonably be directed at yourself — as with *Vindicators* the controls, though initially tough to master, work excellently and give *Assault* a truly 'hands-on' feel.

A good idea well executed and one you should check out soon.

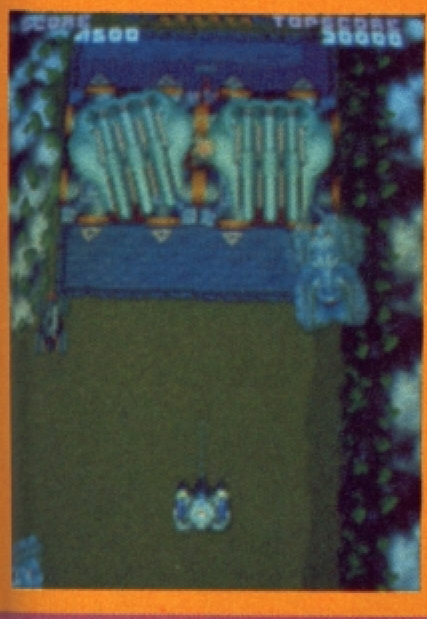
Nick Kelly

GRAPHICS:	7
SOUND:	8
TOUGHNESS:	9
ENDURANCE:	8
CONVERTABILITY:	7
OVERALL:	8

You're about to enter level 2.



Better make tracks!



Just a minor obstacle . . .



MAIN EVENT

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SPIRIT NINJA

IREM
3 x 10p

A pretty classy piece of work in the martial arts hack'n'blast, as you might expect from the creators of *R-Type*. *Spirit Ninja* stars a samurai making his way through a beautifully drawn landscape peopled with a variety of enemies of similar graphic quality.

There are three buttons as well as joystick control: a fire button, a weapon choice button and a jump button. The weapons on offer are a sword, nunchukas, axes and a long extendy-chain thingy à la *Black Tiger*.

You start off in a temple, bowing before the statue of some great deity. This ceremony completed you set out along a boardwalk. Pretty soon baddies start coming at you from all sides, some creeping up behind you, others jumping down from the ceiling and walls, and one who even tries to stab you from under the floorboards. For each of the enemies you face in the game one weapon will be more appropriate, and, believe me, the weapon choosing button has to be hit very quickly and accurately if you want to survive.

After you kill certain baddies they leave behind glowing jewels. Some of these are used to increase the might of your weaponry. Others, however, have a much more unusual effect: they cause a slightly transparent replica of yourself to appear and trog along behind you. This has the effect of increasing your fire power and also giving you a shield. Like Mary's little lamb, these boys shadow you, doing exactly what you do, just a few paces behind. With the maximum of three of these characters in your wake the game starts to get really interesting.

As you proceed through swamps, forests and temples, you and your spirit buddies encounter increasingly tough foes, everything from beautifully-realised Chinese musketeers to enormous super-buccaneers with huge cutlesses, spider-ninjas who leap from trees and walls at you, and hounds which bound through the air.

The first of the super-baddies, the huge fire-spitting buddha, isn't too tough to deal with but by the time you get to the above-described pirate swordsman not even your trio of protective, wraith-like comrades can save you if your fire, select and jump timing is even minutely off.

Spirit Ninja really is an impressive *Black Tiger*-style game. Irem have taken absolutetly no short cuts in graphics and the gameplay is simply brilliant. I would say that if you're short of a few bob, *Spirit Ninja*'s probably not the best idea for long-lasting entertainment. Getting the hang of the controls is all-important, and takes time and plenty of cash.

But, that said, you should definitely have a look at this game. If you feel you can't afford the investment in coinage, at least look over the shoulder of somebody else richer than you as they're trying their luck.

Nick Kelly

GRAPHICS:	9
SOUND:	8
TOUGHNESS:	9
ENDURANCE:	8
CONVERTABILITY:	8
OVERALL:	8







ARCADES

ARCA

TAITO
3 x 10p

CHASE H.Q.

Not another racing game, I hear you cry. Well, no actually. Although *Chase H.Q.* does contain many of the elements we've encountered in the numerous post-*Out Run* rubber-burners, there's one extra feature which puts it in a different league: a cops 'n' robbers-style chase.

The scenario finds you behind the wheel of a speedy squad car, receiving your radio orders from Nancy at H.Q. At the start of each mission, she identifies a vehicle containing a suspect for you to hunt down, chase, ram and eventually apprehend.

Once you've received orders for your first mission, you find yourself out on the highway. You've got a sixty second time limit within which to locate the suspect's runaway vehicle. This involves guiding your way at high speed through the winding bumpy roads and offroad courses, avoiding traffic, trees and telegraph poles. Nancy's voice and onscreen arrows tell you which turns to take in order to find the baddy swiftly.

After you sight the suspect, the time meter awards you a further sixty seconds to force him to pull over so you can clap the blighter in irons. The manner in which you make your arrest, however wouldn't go down too well with the Council For Civil Liberties. Basically the idea is to ram the offender from behind until his car's in flames, at which point you can overtake him and an arrest sequence plays out before you're set your next assignment.

You'll have to ram the cars a good ten to twelve times to achieve each arrest, and believe me, while travelling along at high speed on a fairly crowded twisting road, this is no easy task. Hitting other cars or obstacles obviously slows you down, allowing the suspect to pull away from you and making your task even more difficult.

Even more fiendishly, as the levels pass, the cars that the suspects drive become more and more zippy, which means that although your vehicle has got the capacity to overtake them, one mistake can put back your arrest attempt by hundreds of yards — and with just sixty seconds to complete your capture, delays like this usually prove fatal.

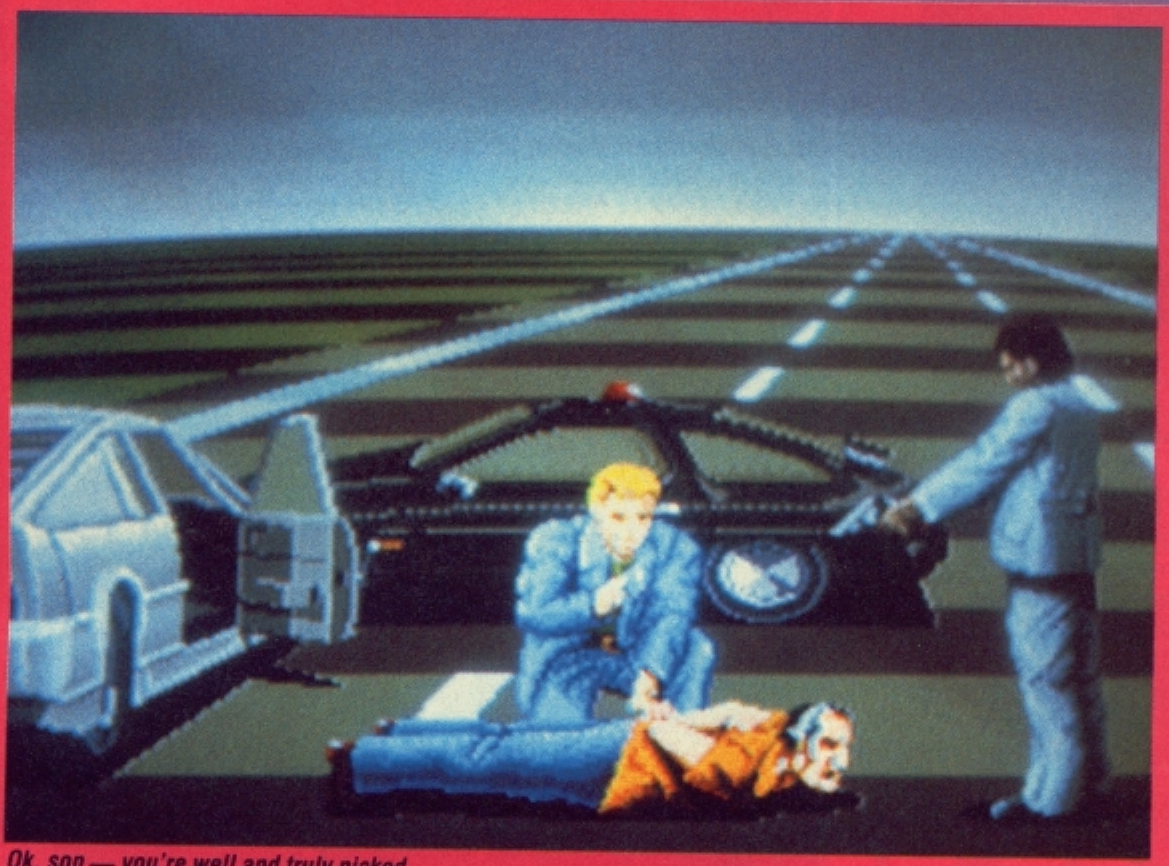
Mercifully *Chase H.Q.* does boast one other extremely useful feature; as well as all the usual racing controls, there's also a turbo button which speeds your car up incredibly for three five-second bursts per mission. Used sparingly, this can really help you make up for a costly slip by getting you right back on the baddie's tail again.

With each mission the scenery changes, from city to country to desert, and the graphics are well up to the standard you'd expect (the other cars on the roads, are



A clear road and no worries.

ADES



Ok, son — you're well and truly nicked.

particularly varied and detailed). The sounds are good too, though I have to confess that the racket your own siren makes from the second you sight your quarry until you have his hands hancuffed behind his back began to grate fairly shortly.

Chase H.Q. has everything a good drivealong should have, and quite a bit more besides. Even without the challenge of the chase, the driving action is excellent, with the car actually lifting off the ground when it goes over bumps and handling well throughout. When you add the run-'em-off-the-road hot pursuit action, well, what more could you ask for?

Although the version I played was an upright one, I'd be surprised if Taito don't also bring out a deluxe sit-into version, which should add even more thrills and spills.

A hit, or I'll eat the Ed's quart of Branston pickle, jar and all.

Nick Kelly

GRAPHICS:	9
SOUND:	7
TOUGHNESS:	8
ENDURANCE:	9
CONVERTABILITY:	7
OVERALL:	9



He must be appearing in Miami Vice if he's driving a Countach.



Could be you took a wrong turn there.

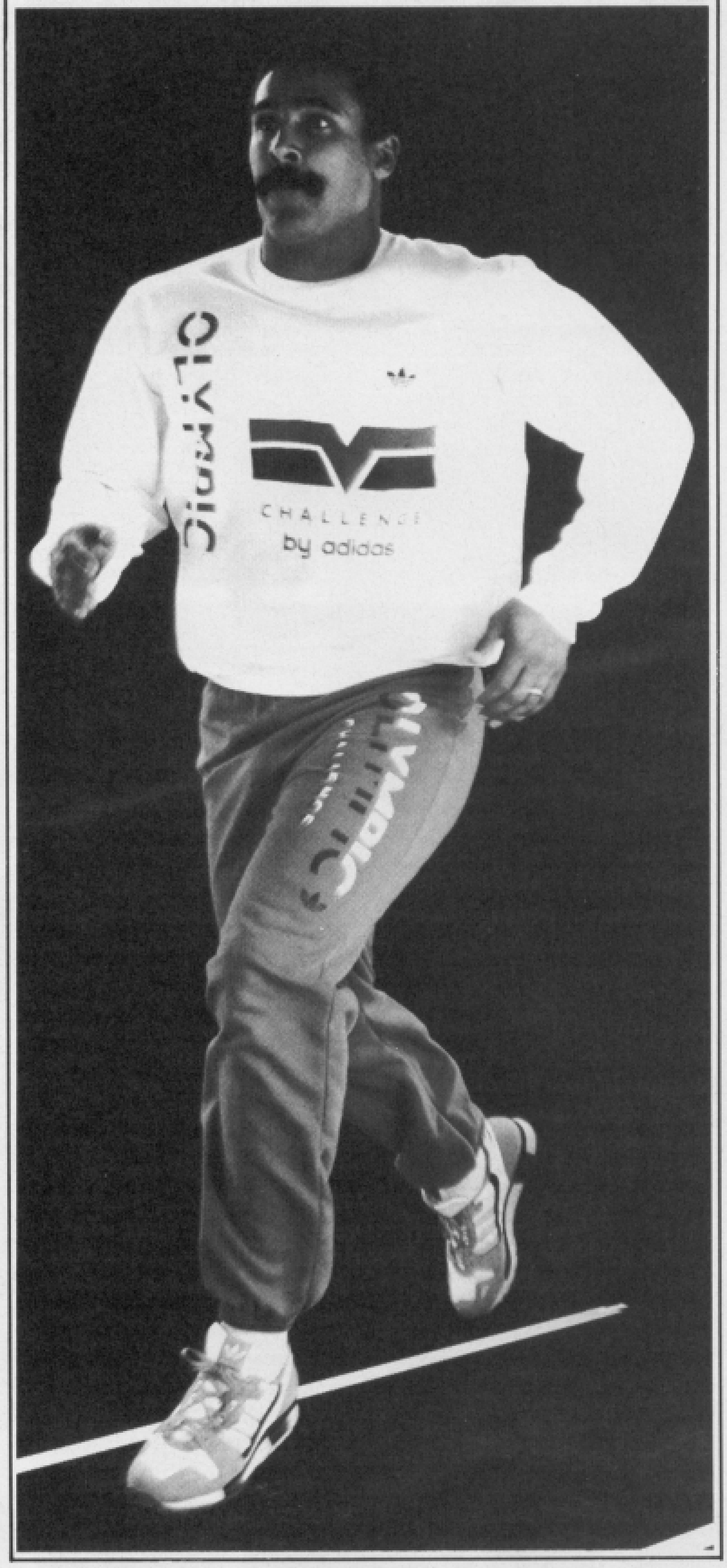


Pull over punk.



An open road and not a chopper joke in sight.

CU



DALEY'S OLYMPIC CHALLENGE COMPO

In a huge response to our 'send a sweaty sock compo' apart from the normal (or abnormal postcards) we did in fact receive three suitably sweaty socks, which Nick 'hell, they don't match' Kelly is now wearing (one on each foot).

Peering back through the mists of time you could well see the questions to which the answers are: 1, Munich (1972). 2, Moscow (1980). 3, Ben Johnson (whoops). 4, Los Angeles (1984).

In all there were twenty six winners pulled out from Mike's extremely large hat, and they are:

The entire Adidas kit goes to J C Stanly, Whitstable, Kent, and a pair of Adidas trainers (as worn by Daley) and a copy of the game will sprint its way to these lucky peeps:

Mr B Bowman, Sutton; Stephen Chapman, Staffs; Richard Gray, Norwich; Richard Walker, Dudley; Mr K. Palmer, Kings Lynn.

A copy of Daley's Olympic Challenge will soon find itself booted up on the computers of these people: Richard Clarke, London; Richard Dixon, Hemel Hempstead; Daren Flack, Bucks; Stephen Goodsell, Harpenden; Dean Preece, Burton-on-Trent; James Hopkinson, Shirebrook; Mark Galsworthy, Bristol; P Wognun, Billericay; Jubar Mufazzil, London; Adrian Kumar, Southgate; Stewart Watson, Strathclyde; Ronald Koekstra, Holland; Robert Slieghtm, Dronfield; Nypros Ioannides, Nicosia; W Hay, Ryton; Stuart Farmer, Franhamp; Jamie Gosse, Southampton; Simon Watson, Chingford; Barry Brice, Belfast; W Hill, Taunton.

NINJA 2 COMPO

Though my suggestions for an all-out Ninja survival-of-the-fittest bash was in fact ruled out, you were asked to de-moose the title of four Bruce (what drugs?) Lee films. And if you care to glance back to our August issue the answers in Alphanumeric order are, Dragon, Dragon, Boss and Fist. Now to clarify things even further here are the winners:

The lucky sod who wins the Amiga is Miss R Kauser, Erdington, Birmingham.

And the 25 copies of *Ninja 2* shall be shortly wending their way to this motley crew: Geir Friestad, Norway; David Brown, S Humbs; Mark Ouwendjik, Holland; Paul Chambers, Kidderminster; B Rose, Wellesbourne; Michael Latimer, Worksop; Cecil Dyer, London; Neil Jame, Daventry; K W Tsang, Hemel Hempstead; William Stingley, Sidcup; Sean Low, East Tilbury; Mr L Thomas, Mid Glamorgan; Kevin Beatty, Corsham; John Bailoon, Blackburn; Karl Partridge, Cockett; David Croyall, Burton-on-Trent; Anthoney Wood, Ongar; Stephen Smith, Arnold; John Doe, Broad Oak; Robert Smith, Birmingham; Steve Rookes, Middlesborough; Nigel Wood, Bretton; James Meaden, York; Tae Sun Chee, Northolt; Terry Lambourne, Peacehaven.

RESULTS

ARCADES



Hmm, what I need . . .



. . . is some artillery.

P.O.W.

SNK
3 x 10p

P.O.W. stand, as any fule kno, for prisoner of war. In this militaristic beat 'em up from SNK, you start off in a cramped cell in a P.O.W. camp. But not, of course, for long. Pretty soon you've made your way through your cell door and are pitting your martial arts skills against the camp guards.

Initially, these are, like yourself, unarmed. Relying on their bare fists and feet, they run at you from both sides of the horizontally-scrolling screen. Of course, they're not much of a match for a cell-hardened fighting machine like yourself; a swift couple of kicks or punches will fell these wimps.

Your controls consist of the joystick, a jump button and an attack button which produces an array of kicks, punches and elbow jabs when used in conjunction with the joystick. All pretty standard, really. There's also a two-player option, so you don't have to take on the guards all by yourself.

And a helping fist or two soon becomes a very attractive prospect as the going gets tougher, with the arrival of knife-bearing commandos, grenadiers and riflemen. Here the similarities with the new wave of beat 'em ups like *Double Dragon* become evident, for if you succeed in flooring the bearer of one of these weapons, the hardware in question falls to the ground and can be picked up by you. Of course, if you yourself get a drubbing you drop it once more.

Towards the end of the level an armoured helicopter drops in a team of crack commandos to sort you out — these characters require a serious amount of kicking about to be destroyed. If you manage to get past them, bud, you're a free man.

Of course, the story doesn't end there. Without so much as a press conference, the newly freed you is back in action against the enemy, this time breaking *into* his property instead of out.

P.O.W. doesn't break many rules. It's a good solid beat 'em up with reasonable graphics, fairly faithfully following in the footsteps of the likes of *Double Dragon* and *Renegade.* The controls are smooth and the sound effects, in particular, are excellent, a successful kick or punch resulting in a satisfying "THWOKKKK" accompanying the elimination of your foe.

Not a frontier crosser by any means but no doubt it'll go down just fine with those many fans of coin-op fisticuffs that throng the arcades around the land.

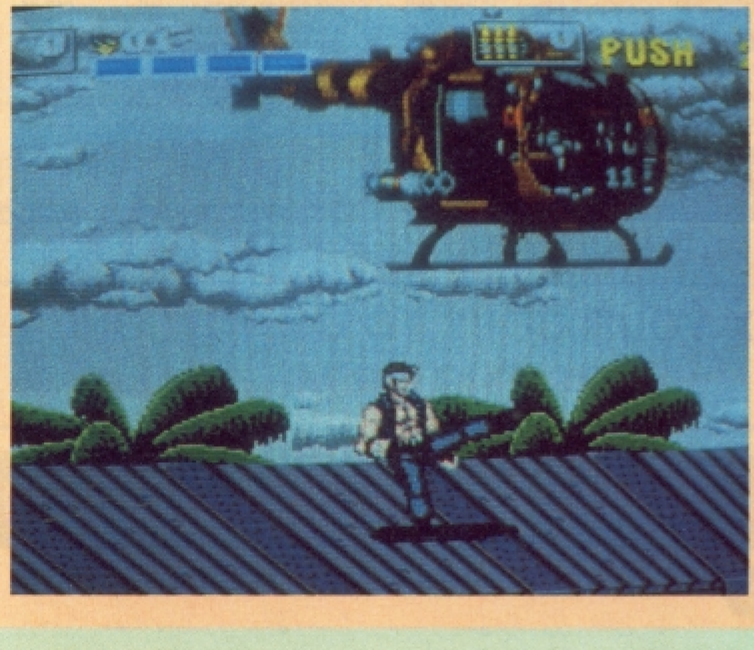
Nick Kelly

GRAPHICS:	6
SOUND:	7
TOUGHNESS:	6
ENDURANCE:	6
CONVERTABILITY:	7
OVERALL:	6

A guy can get bored on his own.



Don't suppose there's any chance of a lift?



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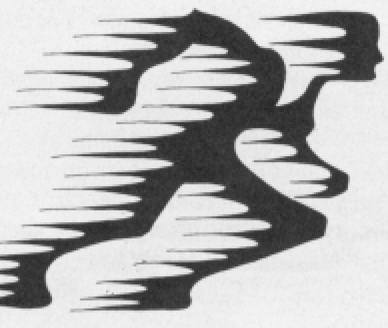
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NEWSFLASH:

Top Contributor in full time work scare

Top contributor and peoples writer, Mark Patterson has given up the roving life of a freelancer to join the CU team as Production Assistant. Apart from writing the magazine single handed he will also have to contend with all the design and advertising work. In fact we might even change the magazine name to Patterson User.
This should pose no problems to Mark, who at the age of sixteen has already swum the Atlantic single-handed.

WHASSISALLABOUT TURBO?
WAREJAGEDISTUFF TURBO?
OOSESISSGOODENN TURBO?
LEMMEGEDADITDEN TURBO!
CHECKOUT PAGE 62 TURBO!

MIRRORSOFT

CINEMAWARE

ROCKET RANGER

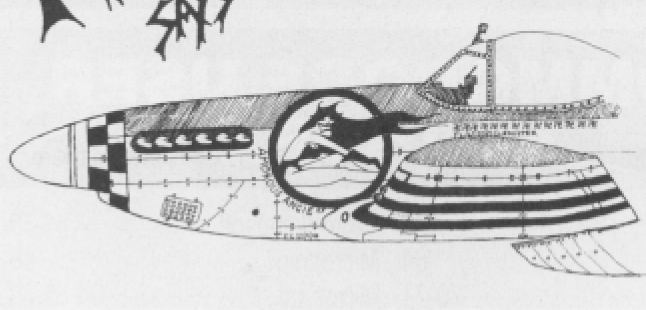
AWARDED C.U. SUPERSTAR

COMMODORE USER SUPERSTAR

SO ROCKET TO PAGE 44



"SO THIS IS WHAT THE C.U. AD BOYS MEANT WHEN THEY SAID THEY'D GET ME SEEN IN HIGH PLACES!"



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CU CHEATCARDS CHEATCARDS



Some mags give you a poxy free gift, charge you extra ("Wot? Only 25p more? Luvva duck, Guvnor!") and that's your lot. Not CU. It's freebies all the way into the New Year and beyond with us. December's issue will have another set of cheatcards taped to the front cover of the mag, with useful, gamecracking cheats and pokes for Amiga and 64 gamers.

AND IF THAT WASN'T ENOUGH. . .

Hold on to your stomach whilst we go Mach 3 with next month's cover exclusive. *Afterburner* was one of the biggest coin-ops of the year and it's a definite contender for the Christmas number one slot. We print the first reviews on 8 and 16 bit.



AND THERE'S ALWAYS. . .

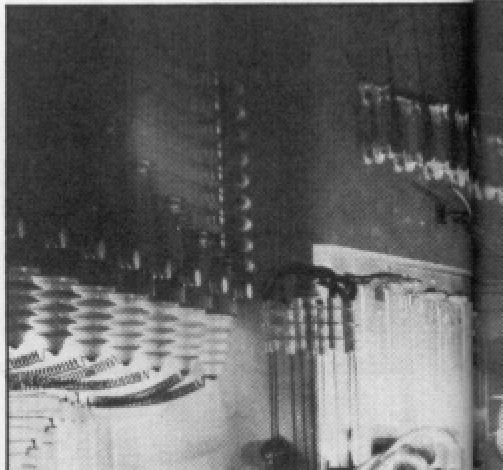
Coin-ops. We get them first. Last year's hottest arcade games are this year's Christmas software releases, but what about the games that are set to blow us away in '89? We sent Nick Kelly to Japan for the annual JAMMA show and he returned bearing many gifts.

NOT TO MENTION. . .

The hottest, most up-to-date tips for 64 and Amiga alike. There's another arcade map, a playguide by programmer John Cummings to *Soldier of Fortune*, plus a definitive guide to the *Last Ninja II*.
All that for £1.20, plus the best read since Will Shakespeare put monkey to typewriter. See you November 26th. . .

NEXT MONTH

tommy's TIPS



Wipe out

I own an A500 and wonder if you can assist me with the following:
1. I have had some trouble with my master disks. I have occasionally forgotten to leave the 'write protect' tab set. Consequently I have accidentally destroyed the contents of the disk. I have considered buying the Marauder II. Do I need an extra external Disk Drive or can I use my internal one only?
2. Could you tell me if there is a Software Hiring Company which caters for Amiga Software and, if so, could you recommend one.
Matthew Paine,
Southampton

One of the first things to say to all owners of an Amiga (or any other computer for that matter) — NEVER USE THE MASTER DISKS FOR ANYTHING OTHER THAN TAKING A COPY FOR ACTUAL USE. It is tempting fate to use the Master copy of any program, unless of course it is copy protected (a curse on their houses!) which prevents legitimate backing-up and therefore encourages bad habits.

Games are the one understandable area for copy protection, but there is no excuse for not taking a back-up of the Workbench disk and any other 'business' programs such as WP and databases. Always lock the masters away in a safe place and then you will always have a back-up in case of overwriting, corruption, disk failure or even virus attack. If however, this advice is too late, contact the dealer from whom you bought the Amiga and he may be able to obtain a replacement copy of Workbench etc. If it is a commercial program you have overwritten, get in touch with the suppliers.

As for Marauder II I would be most surprised if it didn't run with only one disk drive. Indeed if you only have 512k RAM then some programs will not run if you have the second drive connected. Having said that, installing a second drive on the Amiga saves a lot of unnecessary disk swopping, and with some drives as low as £87 is really worth the extra. Finally, I am not aware of any company hiring out Amiga software (especially when considering the cost of setting up such a concern and the current pressure against hiring).

Reference

I have owned a 64 for quite a long time and know quite a bit about programming it. As a reference guide I use the 'Programmer's Reference Guide' by Commodore.

However, now I am looking for something a little more extensive. For example, the other day I saw an Atari 800, with a 2 inches-thick User manual. Is there anything similar for the C64?
B. Worth,
Harrogate,
N. Yorks

If you want some comprehensive 'notes' for the 64 I would suggest one of the many well laid-out books for the 64. The Programmer's Reference Guide tends to give you the information rather than explain how to perform certain functions. One of the best all-round books is the one by Rae West: 'Programming the CBM 64'. This is about 600 pages of solid information with many explanations and examples covering just about every aspect of the 64. However, there are several other books around, most of them specialising in one or two particular aspects of the 64 such as sound or graphics. If you want something detailed about only certain aspects of the 64, then phone a company such as COMPUTER MANUALS LTD on 021 706 6000 for their catalogue. Rae West's book can be obtained from most bookshops (ISBN 0-9507650-2-3) and is published by Level Ltd (Computer Publications); the publisher's distributors can be contacted directly on 0403 710971 if you have difficulty obtaining a copy.

Bits and boobs

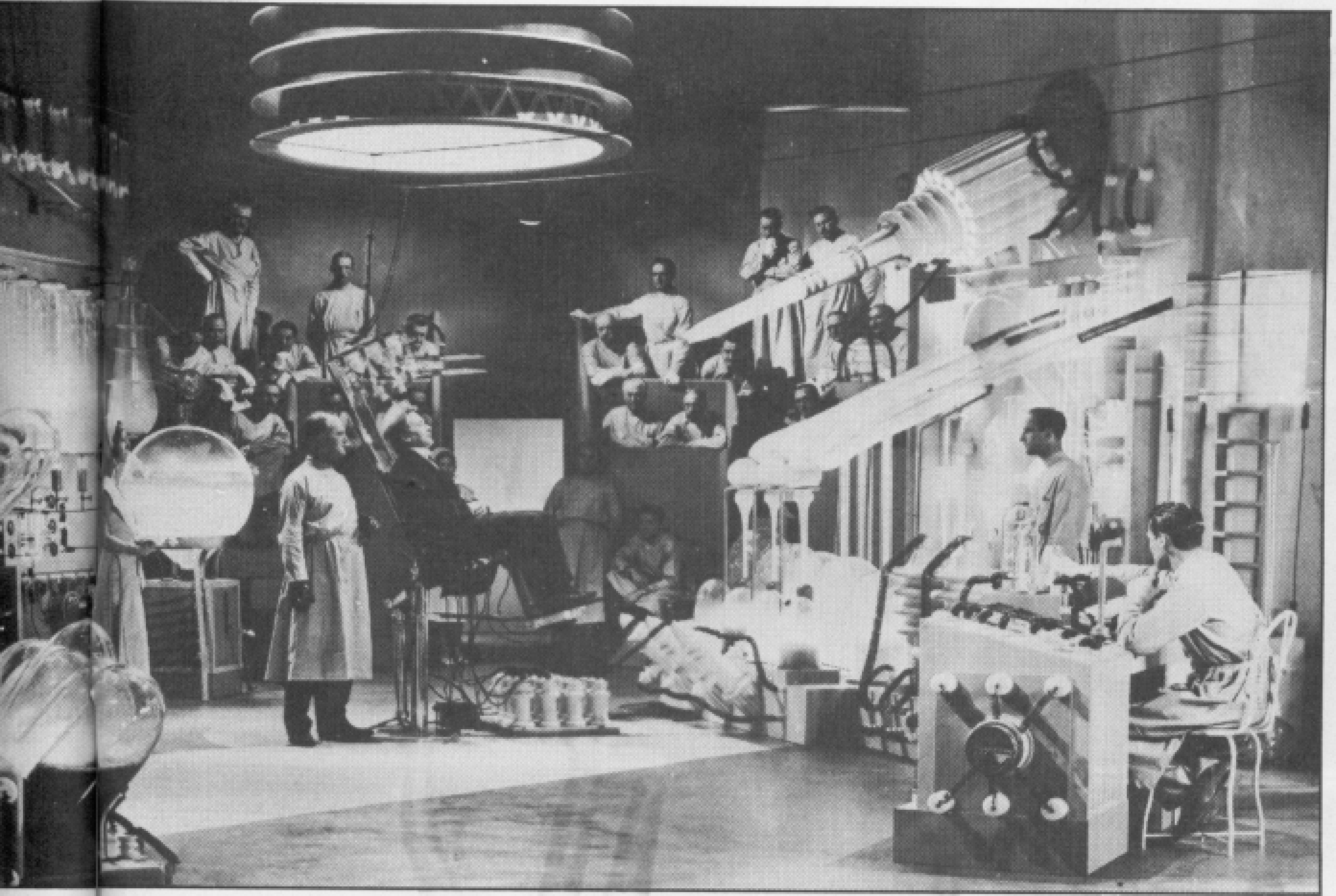
How do you read and write to the various 'bits' of an address in the C64's memory (eg how can I read bit 4 of the decimal location 56321)?
Michael Grimwade,
Qld. Australia 4555

In order to read specific bits in a memory location you must 'mask out' the bits that you don't want using the Boolean AND statement. The following example shows how to read bit 4 of register 56321: IF (PEEK (56321) AND16) THEN GOSUB 2000. This would cause the program to GOSUB to a routine at line 2000 only if the fire button was pressed. Note that bit 4 is actually the fifth bit of the 8, since normal convention is to number the bits 0-7. To read any of the other bits you replace the 16 by the appropriate number as follows:
Number — 1 2 4 8 16 32 64 128
Bit No — 0 1 2 3 4 5 6 7
To write to a single bit you must use the Boolean OR statement, so to SET bit 4 of a memory address (to 1) use the following format: POKE 56579, PEEK (56579) OR 16 (sets Data Direction Register to make line 5 an output line). To UNSET bit 4 (to 0) use AND again: POKE 56579, PEEK (56579) AND (255-16). To set and unset any other bit in an address, replace the 16 in each case with the appropriate number as shown above.

Colour printing

I am going to buy an Amiga 2000 and I would like some advice on printers. I would like to buy a colour printer which would print colour graphics equally well as text. I've heard of the OKI-MATE 20 which prints colour graphics extremely well, but is not really all that good for printing text. Also, would there be any colour printers for the C64 which could print good quality colour graphics and text?

I would very much appreciate your suggestions.
Michael Gerecs,



Tommy displays his latest Vick's inhaler.

New South Wales,
Australia

One of the best 'value for money' printers on the market just now has to be the STAR LC-10C colour printer. This is available in either Centronics input or Commodore serial-IEEE input. For the A2000 (or any other micro with a Centronics printer port) get the standard version. This uses a 4 colour ribbon rather like the Epson JX-80 and can produce quite good colour graphics. It also has a perfectly acceptable NLQ mode, which can also be used in colour if required. For straight pictures, I have to admit that the OKIMATE-20 does produce some very good results, but using it for text not only reveals its limitations, but goes through ribbons at a remarkable rate.

No dot-matrix printer, such as the LC-10C, is going to quite match the quality of the OKI for pictures, but compromise is the name of the game. The Star printer is certainly much more useful for everyday printing and has many useful features such as 'paper parking', single sheet feed and a choice of fonts. Prices vary from around £230-£270 depending on where you buy, but beware that all Japanese printers are about to rise in cost due to the recent EEC levy which has been imposed.

Disabled burglar

For a school project I am working on a burglar alarm based on a C64, using the joystick ports.

The problem is that when a joystick switch is in the 'on' position, the keyboard cannot be used properly. I wondered if there were any pokes to disable and enable the joystick ports to stop this problem (I am using Simon's Basic). Your help would be very useful.

Nicholas Marsh,
Sutton Coldfield

Really the joystick ports are not ideal for what you are trying to do. As you have discovered, the joysticks use the same registers as the keyboard scan routine and there is no simple way of resolving this problem. Even if you could 'disable' the joystick ports this would mean that you might miss a potential alarm situation. In addition, there is no way of getting output from the ports to trigger an external alarm or signal.

The best method of using the 64 for a burglar alarm is to use the User port. This gives you 8 lines, any of which can be configured as either inputs or outputs. The Data Direction Register at address 56579 determines which way the lines are set, each bit in the register corresponding to a line on the port. If a bit is SET then the line is an output; UNSET means an input. The actual port address is at 56577 and pins C-L are the connections for the 8 lines (on the bottom side of the PCB connector). The 0v and 5v lines are pins 1 and 2 respectively (top side of board), but note that the maximum power drain from this port is 100mA (Use relays, a Darlington Driver chip or TTL chips to switch anything larger).

If you don't already have a copy, try to get hold of the Programmer's Reference Guide for the 64; this will help you enormously in setting up and using the User port for such a purpose.

Printer compatability

I have just bought an Amiga A500 and I also own a Commodore 64. 6 months ago I also purchased a Star NL10 printer for my 64. I would obviously like to use this printer with my Amiga. Is this at all possible or do I have to save and buy a new one?

Mark Mendoza,
Hitchin,
Herts

Provided the NL-10 has a standard Centronics input then you have no need to worry. All you will need is an Amiga-to-Centronics printer cable, connect the two together and set 'EPSON FX-80' in the Preferences set-up. If you purchase a 2-way Centronics data switch then you can even have both of your computers connected to the printer and simply switch between them as necessary.

Even for printers with only a Commodore serial-IEEE input, all is not lost. By using a cable and software package from TRILOGIC called 'Amiga Print Link' you can use the 64 as a printer buffer for the Amiga. With this package, you leave the printer attached to the 64 and connect the 64 to the Amiga. TRILOGIC are on 0274 684289.

Fooled

A few months ago, I saw an article about a device for the C64 called the Amulator. It was a hardware device which plugged into the user port of the 64 and fully emulated the Amiga 500, including the 512k of memory. It also enabled the use of the 1541 to store Amiga programs. The article said that it was made by a group from Sweden who had investigated the major functions of the Amiga's RAM and put it in a box for the C64. I was wondering if you have heard of this device, and if you have, could you please tell me what you know about it, and give me an address I can write to about purchasing it. I would be grateful for any help you can give me on this matter.

Simon Robinson,
Victoria,
Australia

You've been had I'm afraid. The 'Amulator' was an April Fool joke in Zzap! and you fell for it like the sucker you are. The 64 just cannot reproduce either the graphics or the sound that make the Amiga such an amazing machine.

A lot of water has passed under software's rotten bridge since we last spoke. There's been goings and coming, comings and goings. Take Steve Jarratt for example, the Kevin Turvey of the software world, who has joined CU as its deputy editor. And then there's that young whippersnapper Mark Patterson who's joined the copychasing dept.

● The big event of the year came and went. No not Nick Kelly getting his round in, but the PC Show. As usual it was accompanied by revelry and carousing of hideous extremes. Even before the show had begun Gremlin were entertaining guests at Sloaney venue Stringfellows where much to the disappointment of CU staff there were no bimbos present. The Wednesday brought us to the Kensington Roof Gardens where Telecomsoft handed out sunglasses and everybody was forced to listen to the dullest speech ever, given by Mel Croucher. Come Thursday the same faces all popped up in the Hippodrome at Commodore's bash. The highlight of the week was Ocean's do at the Forum hotel where staff writer Nick Kelly's band The Fat Lady Sings wowed the thronging guests. Phew it's tough at the top . . .



● Of course many companies were trying to get publicity at the show by making immodest announcements. The best of which was Mediagenic's comment that in looking for new offices "we tried to find the closest thing to Silicon Valley in Britain." They chose Reading.

● Meanwhile word reaches TLW's ultra sensitive ears that Gremlin boss Ian Stewart was recently tied up by a transvestite at a recent party held at Centresoft. An unmarked tenner to arrive before the next issue Ian and we won't print the rest of the unsavoury details.

● Anyone catch Network 7 on October 9th? If you did you'll have seen the little Darlings of Codemasters on the 'True or False' section of the programme proclaiming that they were millionaire programmers. The answer was, of course, FALSE.

● It's all right for some. Whilst TLW stayed behind and managed the ship the Ed slipped off to Madrid with old mucker and C+VG supremo Eugene Lacey. He came back with tales of a bullfighting simulation, an Emilio Butrogueono football game, some coffee called Bonka, and sliced bread called Bimbo. Useful trip that one...

Hasta la vista...



Blues brothers plus one



The fat lad whingeing.

THE LAST WORD